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DINO CRISIS™

OFFICIAL STRATEGY GUIDE

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- Explore Every Plot Branch!
- Discover Every Ending!
- Earn Every Secret, Every Bonus!

This game has received the following rating from the ESRB.

MATURE M AGES 17+ CONTENT RATED BY ESRB

CAPCOM

Sony PlayStation®

DINO CRISIS™

OFFICIAL STRATEGY GUIDE

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DINO CRISIS™

Official Strategy Guide

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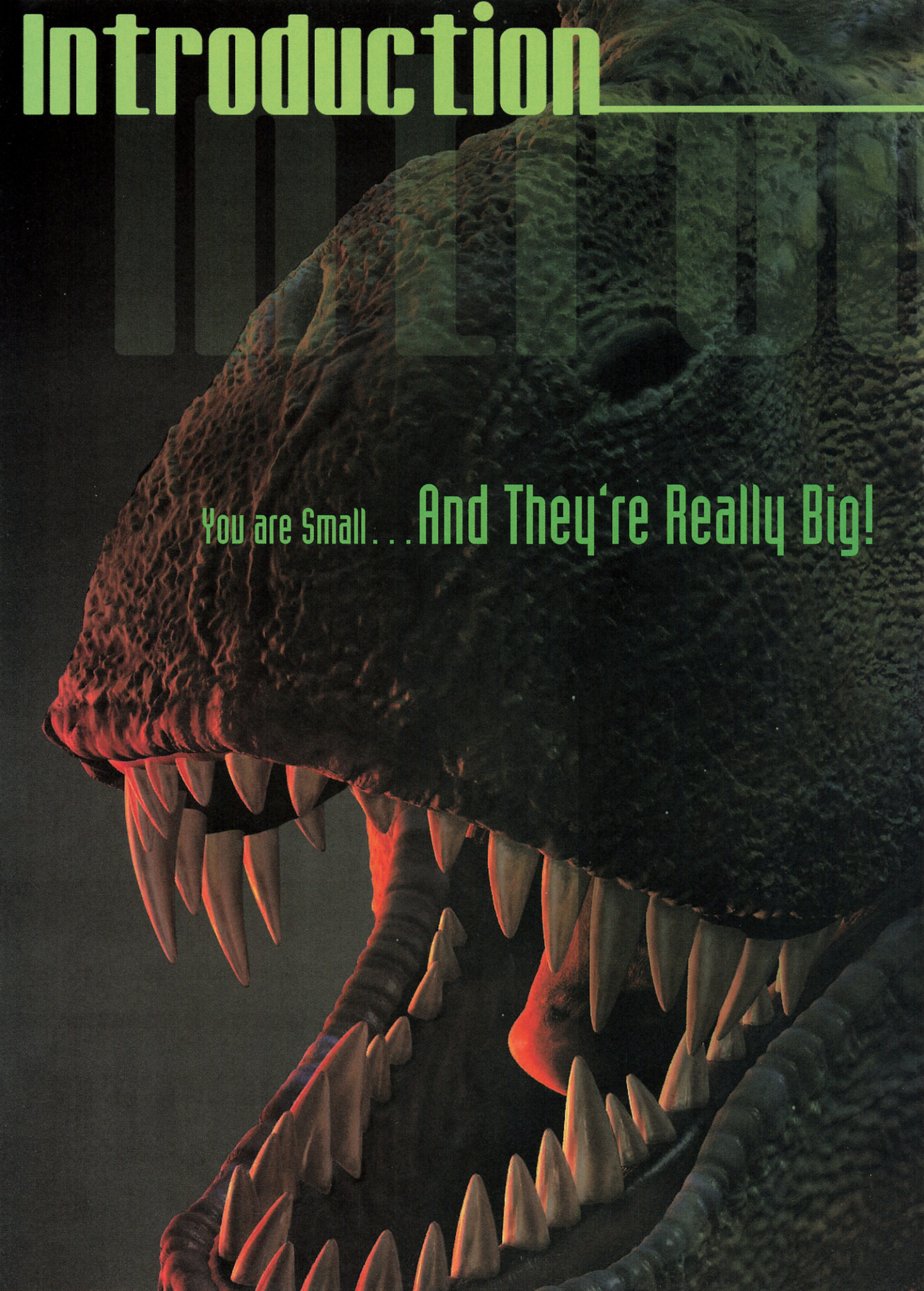
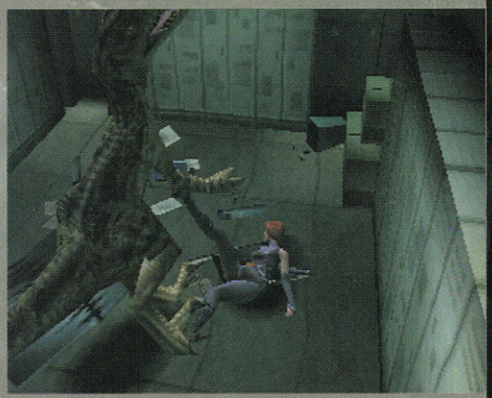
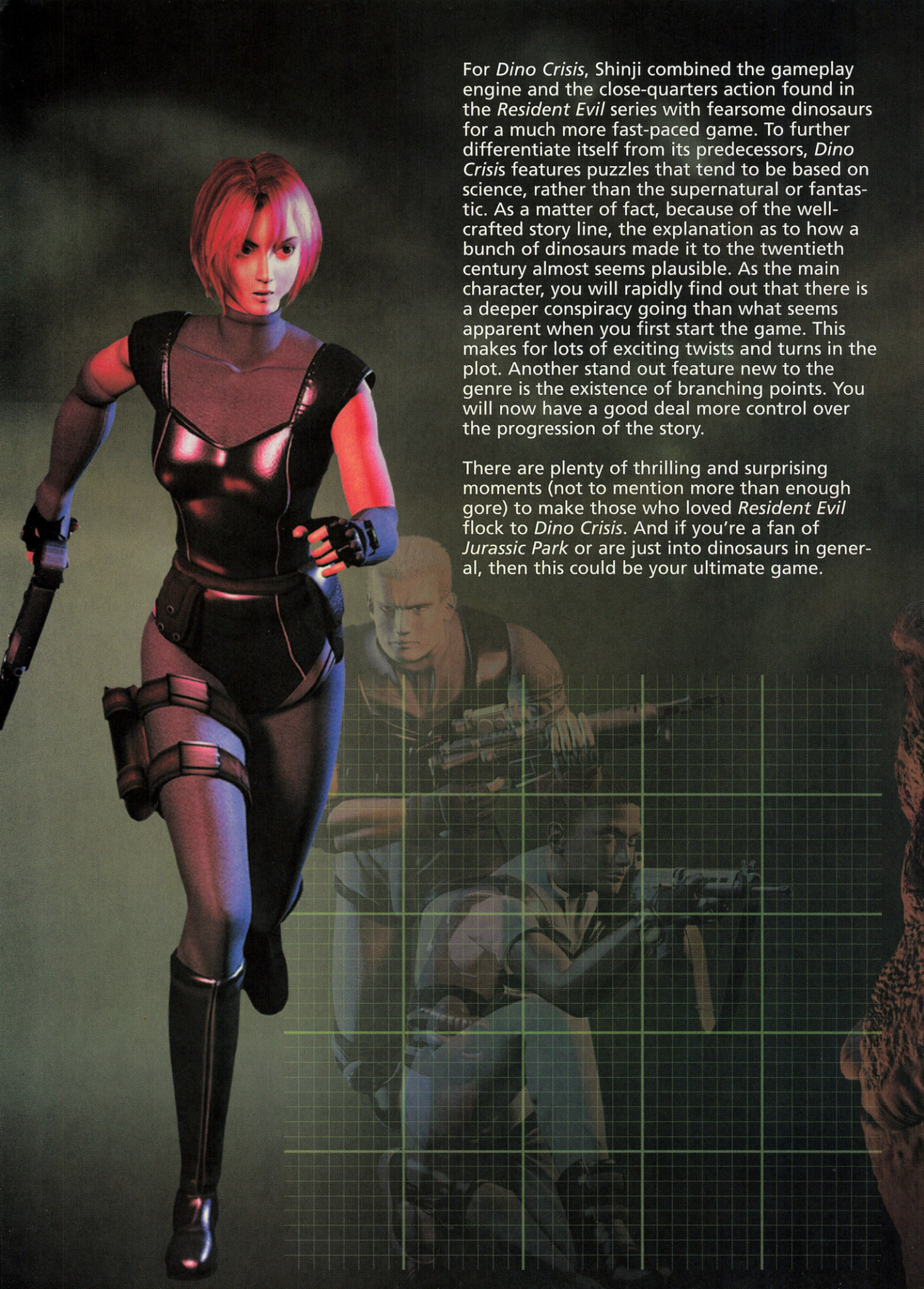
Introduction



You are Small . . . And They're Really Big!

Dino Crisis is the latest from the creator of the Survival Horror genre, Shinji Mikami. This trend first started with the original *Resident Evil*, one of the best selling games ever, which produced some of the most hardcore fans of a single PlayStation title yet. The key to the success of *Resident Evil* and its sequel, *Resident Evil 2*, hinged on the cinematic experience created by dynamic camera angles used in extremely detailed pre-rendered environments. The 3D action was top-notch, allowing gamers to battle it out against waves of zombies, along with plenty of shocking, disgusting, and startling moments. So many gamers praised its creation and begged for more that a newer, more radical horror game was inevitable.

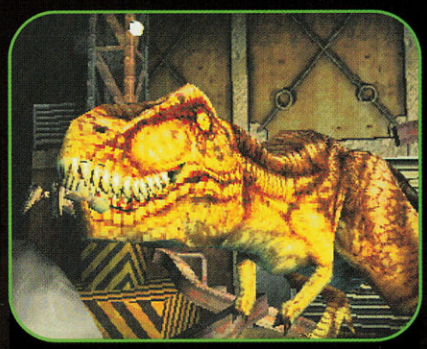




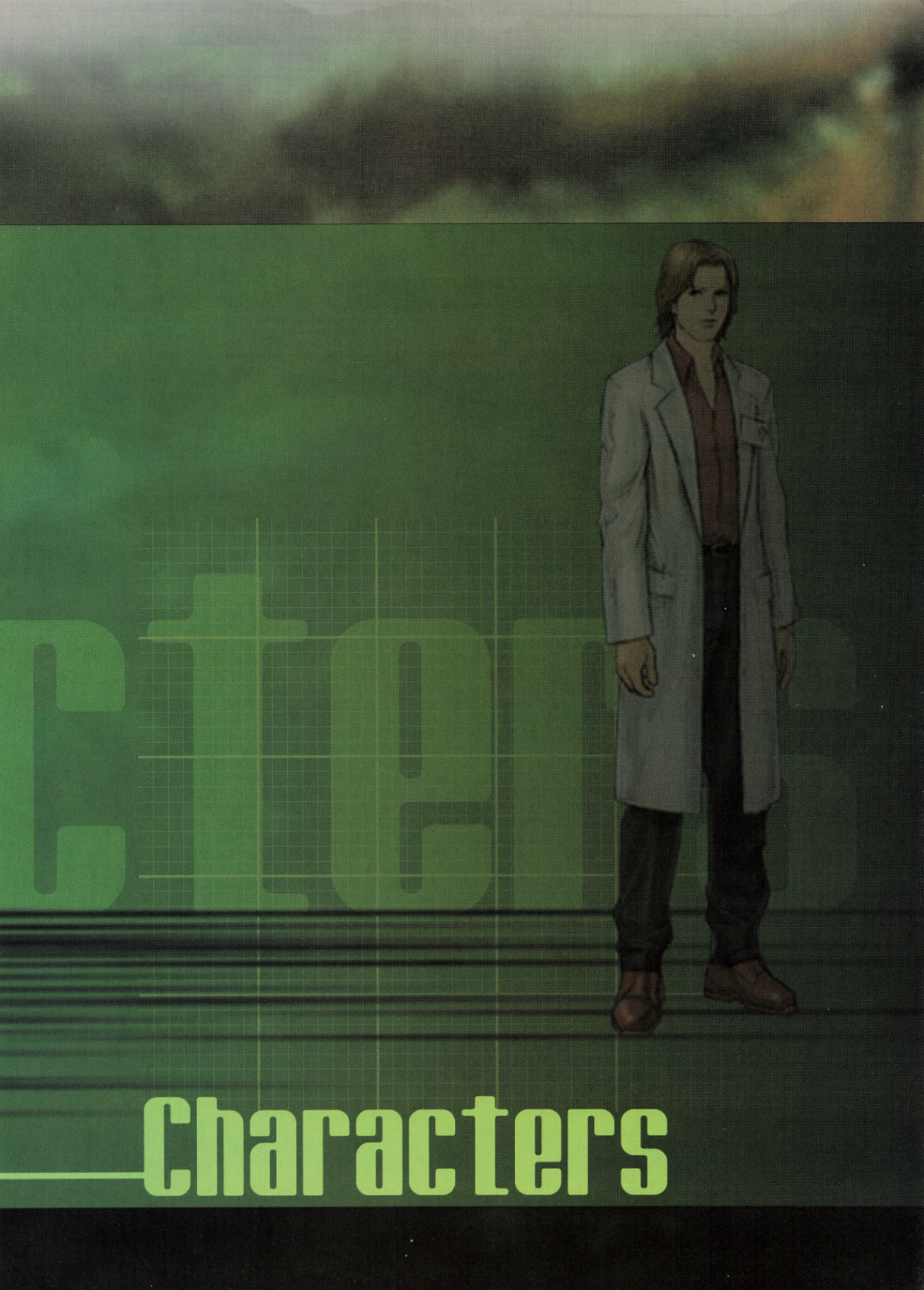
For *Dino Crisis*, Shinji combined the gameplay engine and the close-quarters action found in the *Resident Evil* series with fearsome dinosaurs for a much more fast-paced game. To further differentiate itself from its predecessors, *Dino Crisis* features puzzles that tend to be based on science, rather than the supernatural or fantastic. As a matter of fact, because of the well-crafted story line, the explanation as to how a bunch of dinosaurs made it to the twentieth century almost seems plausible. As the main character, you will rapidly find out that there is a deeper conspiracy going than what seems apparent when you first start the game. This makes for lots of exciting twists and turns in the plot. Another stand out feature new to the genre is the existence of branching points. You will now have a good deal more control over the progression of the story.

There are plenty of thrilling and surprising moments (not to mention more than enough gore) to make those who loved *Resident Evil* flock to *Dino Crisis*. And if you're a fan of *Jurassic Park* or are just into dinosaurs in general, then this could be your ultimate game.

This guide will take you through the entire adventure, including every branch. You will also get the complete scoop on how to achieve all three endings, as well as every secret, bonus, nuance to discover. You'll also get information on all types of dinosaurs you will face and how best to deal with them. Plus, you'll get the rundown on the three major weapons and their multiple upgrades. Further detailed in this guide are the mixing options. One of the more unique additions to *Dino Crisis* is your ability to combine different materials together to create different types of med packs and tranquilizer darts. In short, this guide packs everything you need to beat this AAA title in the following pages. But it will be up to you to see that your character accomplishes her mission and survives this outrageous nightmare!



The animations used for the dinosaur movements are some of the best ever seen outside of a theater.



Characters

REGINA

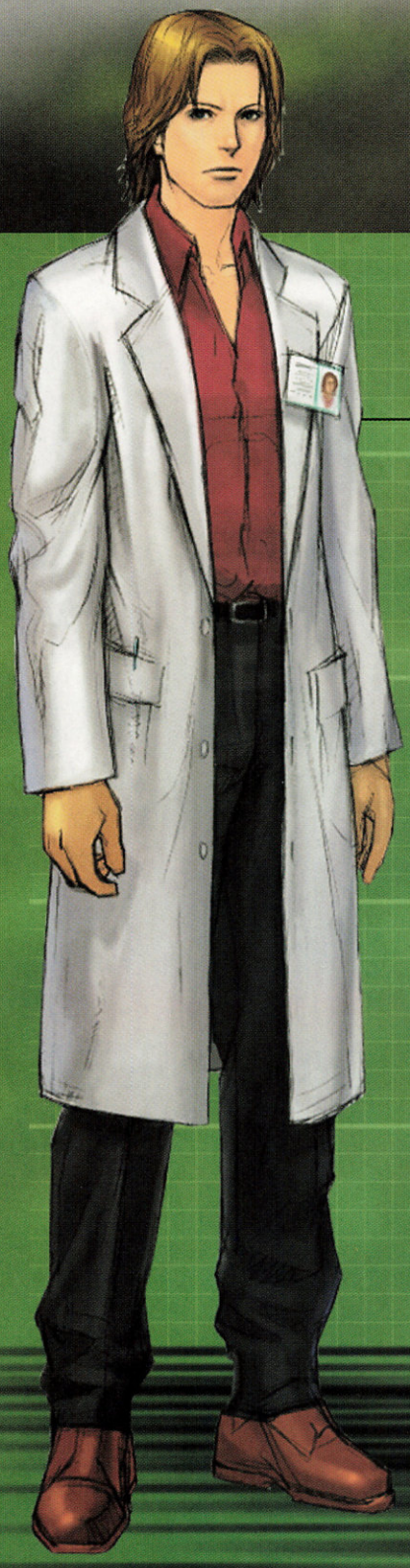
An elite member of a special task force, Regina is a weapons specialist. She is excellent at handling weapons. Modifying weapons is her hobby. Regina is agile and excels at stealth actions. She analyzes all situations and takes action based on her good judgment.

GAIL

An experienced veteran working with Regina on this mission, Gail has spawned many legends with his icy judgment and strong will. For him, a mission is a game of chess, and everything in it a chess piece to be manipulated at will...including team members!

RICK

Rick is gifted with numerous special abilities, including computer know-how, medical knowledge, and heavy equipment/vehicle operation. He is humane and always puts his team first. His compassion for friend and foe alike sometimes presents an obstacle to completing a mission.



DR. KIRK

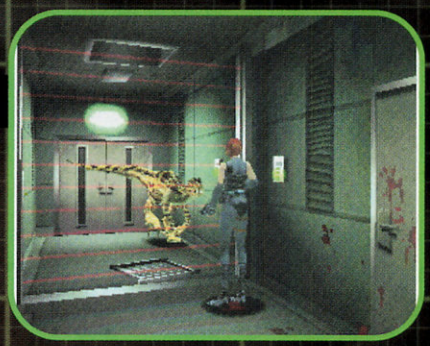
Research scientist Dr. Kirk was reported to have died in a lab explosion three years ago. Though young, Dr. Kirk is an authority on energy technology. When the explosion occurred, he was experimenting with the ultimate clean energy known as "Third Energy." This egocentric genius is totally focused on his research and doesn't care how it might affect society. He is selfish, highly emotional, and unable to separate wrong from right. He'll stop at nothing to complete his research.

Gamepl

Tips
Gameplay Tips

Fighting the Dinosaurs

In this section, you'll find details on each of the Dinosaurs you will face in *Dino Crisis*, along with what to expect from their attacks and how to best deal with them. A good rule of thumb to keep in mind no matter the type of Dinosaur you face is that ammo is not limitless, so the best course of action is usually to run. Also, keep your eyes open for ways to use the environment to your advantage, like locking away Raptors behind security lasers. The gun is not always the only way to deal with a Dinosaur.



Use the environment to your benefit.

Raptors

There are more Raptors lurking the halls than all of the other Dinosaurs put together. They are much larger than a man is, but they can still run the narrow corridors and passages without a problem. This is, of course, a huge problem for you, but there are ways of dealing with them. There are a couple different color variations to the basic Raptor, and later in the game you get to face a faster, stronger, and even more agile Raptor.

Attacking You

Not only are there plenty of Raptors about, but the way in which they attack will also vary widely. They will run and headbutt you, jump on you with their hind claws, knock you down with their head or tail, knock your gun out of your hand, or bite and toss you about with their mouths. No attack seems exactly the same.

To your advantage, the Dinosaurs tend to size you up before they attack, giving you ample time to react. You can even run right past them as they stare you down, but when they do attack, they can be very swift. In a chase, a Raptor is slightly faster than you are, but as it catches up to you it will often pause before pouncing.

In many ways these beasts act like playful kittens with a good catnip toy. The problem is that *you* are the toy.

When one gets you in its grips, rapidly tap the action buttons to kick it off of you. Do the same when you get knocked down in order to get up faster. If you drop your weapon during an attack, you can equip another in the meantime, and you can use a health pack from your inventory only while you're standing up. One particularly nasty trait Raptors have is that they follow you through doors. You can run through a door thinking you have escaped a Raptor only to find that it has burst through the door a moment later. There are definitely some doors Raptors cannot pass through, but they always have a tendency to surprise you.

You get tossed around quite a bit if a Raptor gets hold of you.

Attacking Them

Raptors can take anywhere from five or six handgun bullets, all the way up to ten or more, depending on the caliber and where you shoot them on their bodies. The most effective target is their chest as they leap in toward you. Using the shotgun, it takes only a few hits in the chest and head to put one down. The grenade gun will take down a normal Raptor in one to two shots. For the more powerful Raptors you face later on, you will want to add a few more bullets to the above numbers. Because they can move so quickly, it will be important to make sure you've got a good, clean shot. Readjust your aim every time the Dinosaur moves to make sure you don't waste any bullets on the walls.

Never try to fight two Raptors at once. If you have no choice, the more powerful shotgun ammo can hit two Raptors at the same time if they are close enough together. If a pair of Raptors blocks your way, the best course of action is to use your tranquilizer darts. You can put one to sleep while you take out the other with normal ammo, or simply put both down for a nap and move on. If you do knock out a Raptor with a tranquilizer, it will wake right back up if you shoot at it with real ammo. You will know a Raptor is dead when the stressful music stops playing and a pool of blood forms underneath the animal.

If you're forced to fight, then start shooting from a distance, as these creatures are fast.

Compys

These little yellow guys appear harmless, and they pretty much are. They will attack in groups and are actually kind of cute. In the game, they appear to be scavengers, providing some variety as you explore around. They are usually found near open-air vents and other small access holes.

Attacking You

Their attacks are nothing to worry about. If they spot you, they will group around you, barking like little puppies. It actually takes a bit of time before they start nipping at you, and even then it seems more annoying than harmful. It really isn't known whether these guys could actually kill a person with full health. For some reason, they most often bite you on the tush.

The Compys are actually kind of cute and are definitely the least harmful of the creatures that occupy the Facility.

Attacking Them

You really don't have to pay attention to these guys, but if you want to kill them, use your shotgun since it will liquefy several at a time. Keep in mind that, as you shoot Compys, more will appear. You can usually clear an area of them with just three or four shots.

You can usually take out two or three Compys at a time with the shotgun. But as quickly as you can kill them, more will appear.

Pteranodons

These flying behemoths are found in some of the outdoor locations, for obvious reasons. A couple of different times during the game, you are forced to deal with them and every instance is a thrill ride to say the least.

Attacking You

The main attack of the Pteranodon is to swoop in and knock you down. As you struggle to get up, one will come in and pick you up by your shoulders. If an attack comes on, this scenario is unavoidable. When stuck in their grasp, rapidly tap your action buttons to push your way out. It is actually the fall that really hurts. To keep things from ever getting that bad, always stay on the move when they are flying overhead. Look out for their shadows and adjust your course accordingly.

The main attack of the winged Pteranodon is to knock you over and then pick you up.

Attacking Them

It doesn't take much to shoot one of these out of the sky using your shotgun—if you can get a clean shot off (they can be awfully tough to aim at). But since you have to face them only a handful of times, you might just want to dodge them and move on.

Since they fly around above you, they can be tough to target.

Therizinos

The fat but powerful Therizinos are found in the second half of the game when you reach Levels B2 and B3 of the Facility. These are actually some of the deadliest Dinosaurs in the game. They are much bulkier, with that pear-shaped, Barney-like figure (which means they can take a lot more abuse). Because of their size, their attacks are also way more sinister than those of the normal Raptors. They tend to be found in pairs, which makes them even more deadly.

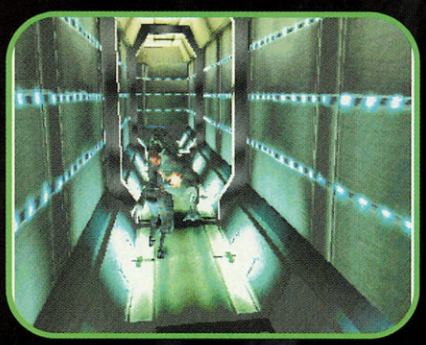
Attacking You

The Therizinos have several different types of attacks, but you are usually alive only long enough to get hit with a couple of them at a time. They will knock you down and slash you with their massive claws, and when they bite or fling you around with their mouths, just one attack could mean lights out for you. They are not quite as fast as the Raptors, but they can make the room shake as they lumber after you. Also, because of their size, they can be hard to dodge past in some of the tighter hallways.

These lumbering giants pack quite a wallop.

Attacking Them

The Therizinos can take some punishment. It will often require a full clip of shotgun ammo to put one down, and they can even survive two or three grenade gun blasts. The best course of action with the Therizinos (since they can so be hard to evade) is to use tranquilizer darts on them and then plug away at them with your normal ammo. They will awaken from their slumber, but you can usually pump enough led in them before they can launch an attack. Tranquilizer darts also seem to wear down the Dinosaur's health a little bit, making it slightly easier to kill one.



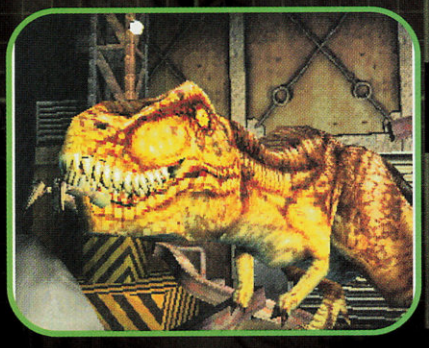
You'll have to keep plugging away to put one of these guys down, which makes trying to kill two an almost impossible task to accomplish without getting hurt.

Tyrannosaurus Rex

The king of all Dinosaurs will make an appearance several times throughout the game, but you will never have the type of ammo needed to take one out. That's not say there aren't other ways of taking down the giant; but as far as guns go, they are only a mild distraction at best to the T-Rex. Some of the most exciting and dangerous moments in the game feature the T-Rex.

Attacking You

Basically this beast can eat you in one bite, which it probably will do several times as you play through the game the first time. But that's not all it can do. The T-Rex is also known to headbutt you, which will immediately pummel you to the ground. Even its roar can make you lose concentration. You are rarely faster than the T-Rex, making a quick dodge around it a risky idea. Every time you face this monster, you will feel like you just barely escaped with your life.



It will usually take only one bite to kill you.

Attacking Them

Only the shotgun and grenade gun will make the T-Rex flinch, and that's all it will do. In the situations where you must use a weapon, always equip your strongest gun with the most potent ammo. Tranquilizer darts have no affect on the T-Rex. Only at the end of the game will you find a way or two of taking one out for good.

You can unload your entire arsenal and this monster would still be standing. Only your most potent ammo and weapons will make it flinch.

Weapons and Upgrades

There are only three weapons to use during the course of the game, but to provide variety, you can modify and upgrade them with items found throughout the Facility. You will also come across different types of ammo for each gun, which will increase the potency of your arsenal. In the following section, the guns, their upgrades, and ammo are all detailed.

Glock 34

You arrive with this Austrian-made gun already equipped as your only weapon. It can fire only the 9mm Parabellum Bullets. It's easy to shoot, but it's also the weakest weapon in the game.

Upgrades

Glock 35

You'll find the first upgrade parts in the safe in the Lounge on the Second Floor. Used with the handgun, you create the Glock 35, which is special because it can fire the standard 9mm Parabellum, and the more powerful 40S&W Bullets.

Sight Attatchment

In the B1 Library Room, you will get the sight attachment for the handgun. Combining the parts with your handgun will increase its accuracy and firing rate by creating a Glock 35 with a sight attached.

Ammo

9mm Parabellum

Hold 34 in a clip, usually found 15 at a time. Standard bullet for the Glock 34 or 35.

40S&W Bullets

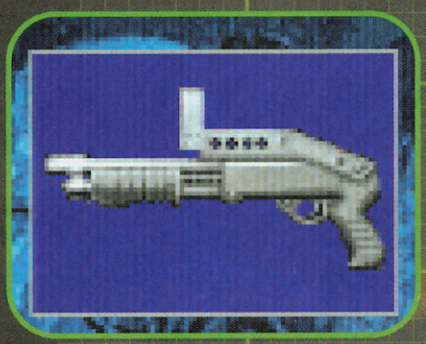
Hold 30 in a clip, usually found 15 at a time. Can be used only with the Glock 35 and has a greater attack power than the 9mm Parabellum Bullet.

Shotgun Model PA3

This is a pump-action shotgun by L. Franchi. Immediately equip this badboy as soon as you find it in the Management Office on the First Floor, as it is much more destructive than the handgun, although its ammo is a bit harder to fine. What is really cool about the shotgun is that you can fire tranquilizer darts and even poison darts with it. Check out the mixing section to find out how to create different types of tranquilizer dart ammo.

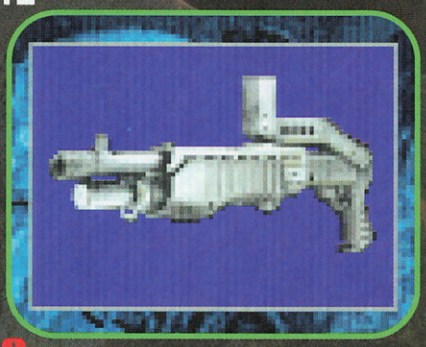
Upgrades

Stock



You will get the Shotgun Stock from behind the shelf in Kirk's Hidden Lab on floor B1. When you attach it, you will find that the re-load time will be greatly reduced, as the part provides greater stability, allowing for faster follow-up shots.

SPAS 12



The upgrade parts you find in the Stabilizer Experiment Room behind the locked case, when combined with your shotgun with the stock, will create the SPAS 12. This killer weapon is now a shotgun with rapid-fire capability.

Ammo

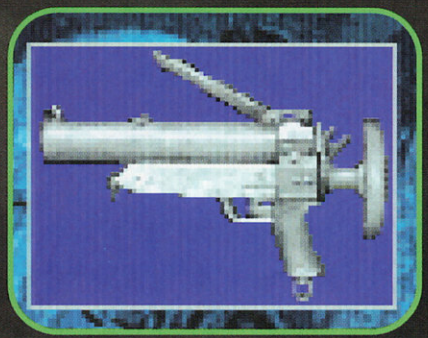
Buckshot Shotgun Ammo

This shotgun ammo disperses to hit a wider target area. This is the standard shotgun ammo. You can hold ten of these in a clip at a time and they are usually found five at a time.

Slag Bullets

These have a larger spread, thus making them more destructive the standard Buckshot ammo. You can hold only ten of these in a clip and they are usually found five or so at a time.

40mm HK Grenade Pistol



You won't find the Grenade Gun until far into the game, but it is the best weapon you will find. You will get it in the Airplane Hanger on the way to the Helipad. It uses exploding grenade bullets and heat bullets and is manufactured by Heckler and Koch of Germany. On a down note, it takes some time to put in each bullet, making it risky to use against two Dinosaurs or when an attacker is right up on you. This is basically the only weapon the T-Rex will notice.

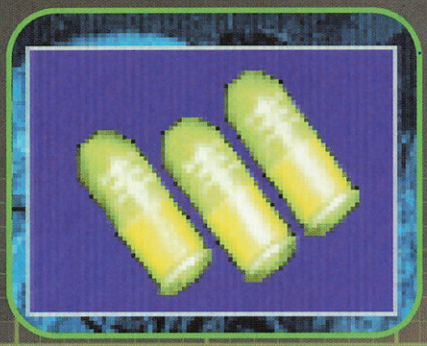
Upgrades

Regina Custom

In the Parts Storage Area behind the Level A door, you can find a grenade gun attachment that serves as a customized ammo feed cylinder so that you can fire the weapon continuously.

Ammo

Exploding Grenade Bullets



These really pack a wallop, easily some of the best ammo in the game. These will even distract the T-Rex and will kill a Raptor with just a couple shots. These are found three at a time and you can hold six at a time per slot in your inventory.

Heat Bullets

This is napalm-filled ammo, which briefly sets its target on fire. These are also found three at a time and you can hold six at a time per slot in you inventory.

The Art Of Mixing

One of the interesting and more complicated additions to the gameplay is your ability to mix a wide variety of items and materials to create a whole slew of even more useful items and materials. Also, mixing will become essential once your inventory fills to capacity, as it can be used to consolidate items, creating space for more. Just about every item comes in three levels of potency. Items with ++ at the end of their name have the strongest potency. There are six different types of health packs, including a green one that will take away the pain for a moment but not repair any injuries or stop any bleeding. There are four different types of tranquilizer darts. There are also other materials, such as multipliers, which will increase the number of an item by one, and intensifiers, which increases the strength of an item it's mixed with by one level. When you combine two of the same item, they will increase in amount. Furthermore, when you use an item with one of a higher level, you create an item one level higher than the item that originally went into it.

The two top items in each category, the Recitations (which will bring you back to life) and Poison Darts (which kill with one shot), are found throughout the game, but they can also be created with certain materials in your Mix Screen. To make a Recitation, combine two red maximum-strength Health Restore ++ items together. To make a Poison Dart, combine a Recitation with the longest-lasting Tranquilizer Dart ++. Experiment a lot with the Mixing Screen; you can't really screw up since you get a preview of what you're creating and you can undo any mix before it's completed.

The Mixing Screen is where you can combine many of the items you will find to create new, more powerful med packs and tranquilizer darts.

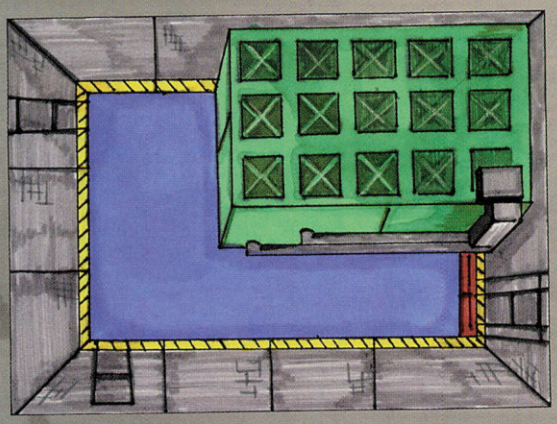
walkth

Walkthrough

Part 1: The Beginning

As an expert operative in Dino Crisis, your job as Regina is to infiltrate a top-secret laboratory located on the remote Ibis Island. Your mission is to find and repatriate Dr. Edward Kirk, who allegedly died over three years ago in an explosion, brought on by a mysterious energy experiment. Recently, Tom, a member of your team, sneaked onto the island posing as a researcher. He discovered that Dr. Kirk was indeed alive and living underground. Past records indicate that Kirk at one time was trying to harness a powerful alternative energy source, called Third Energy, that could help preserve the planet's valuable resources. As he called upon various nations' governments for more financial backing, he was abruptly denied. Almost immediately afterward, it was rumored that he had been killed.

As you and your comrades, Gail, Rick, and Cooper, get ready to drop in over the island via parachute, you suddenly hit a huge pocket of turbulence. Regrettably, as you descend, you lose track of Cooper and cannot find him when you regroup on the ground. Your team leader, Gail, isn't interested in going after him. He is focused on the mission at hand: to break into the lab facility and find Dr. Kirk. Rick is very vocal about not agreeing with Gail's sentiments, but presses on toward the facility anyway. Little does your team know, at that very moment, Cooper is facing a terrible danger. You, too, will face just as severe a danger in the moments to come...



A Change in Plans

1. As the game begins, you'll gain control when you reach the fence with the hole ripped in it. Examine it.

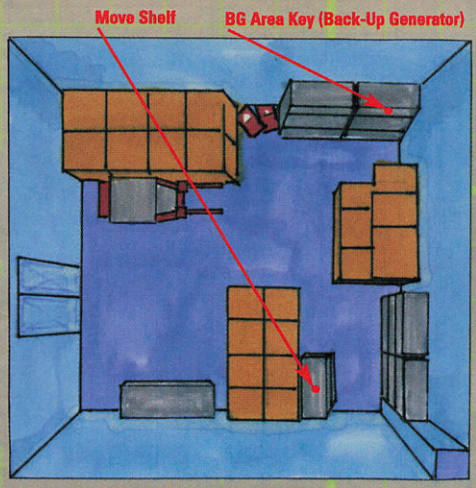
Your first clue that your mission plans are about to be thrown out the window.

2. Explore the small space behind Gail.

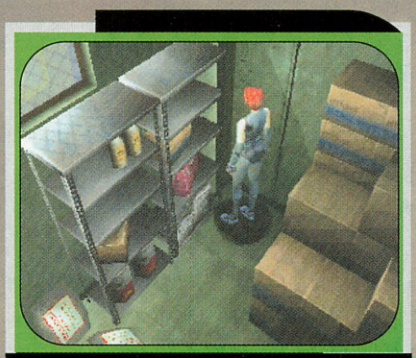
3. Push the crate across from the locked fence. Pick up the **item**.

One of the first items hidden behind an object. Check everywhere and examine everything.

4. Enter the nearby green double doors.



5. Push the shelf in the back right corner of the storeroom to get the **item**. Then take the **Backup Generator (BG) Area Key** on the left corner of the shelf.



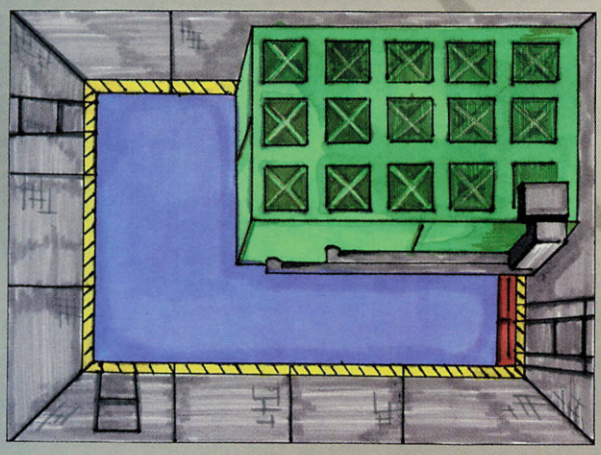
The key to the first floor Backup Generator Area is in the back left corner.

6. Exit the Storeroom.

A Gruesome Discovery

The first key you find won't remain in your hands for very long. Judging from its label, it opens the Backup Generator Area/Ground Level. However, as quickly as you find it, Gail snatches it out of your hand as he breezes by you. It's strange that he wouldn't let you go investigate the area yourself, but he is your team leader and you trust that he knows what he's doing. Meanwhile, you receive a call from Rick, telling you he has gained access to the generators, so head that way. Tragically, you end up finding a dead body. You speculate some kind of vicious animal killed this person!

7. After Gail arrives, follow him until you reach the passage leading to the Generator. Take the passageway to its end.

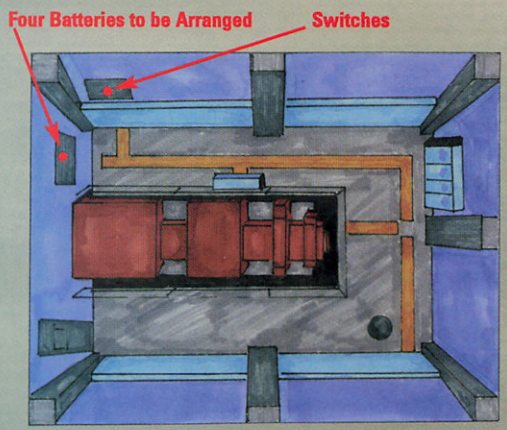


8. Examine the body you find along the way and take the **item**.

Not a very nice way to go. Check the body for an item.

Restoring Electric Power

9. Enter the Backup Generator Room. Find the four switches and four batteries that come in four different colors.



10. Arrange the batteries in the same color order as the switches: **red, blue, green, white**.

11. Activate the generator switch.

Rearrange the batteries in the case next to the switches in the same order to get the power up and running.

Battery Puzzle

*The next phase of your mission is to get the power turned on so you can secure the rest of the compound. After you arrive in the Generator Room, follow the path until you find the four switches and the four batteries. These are similar to batteries in a car, in that they need to jump-start the larger engine that supplies power to the facility. The switches will be in order by color: **red, blue, green, and white**. You will have to arrange the batteries to follow the same color order, and then activate the switch to your right. This will power up the generator, and you can go on your way.*

12. When the power comes on, exit the room after the game takes over. Follow the trail of blood on the ground.

The First Dinosaur Encounter

13. After the cut-scene, look out for a Dinosaur attacking from behind some crates. Run away from the creature, toward the Facility, through both gates.

You can kill this Raptor if you want, but it is always best to save ammo when you can, so it's best to run away.

14. Enter the Facility and continue on toward the Control Room until you reach the security lasers in the Office Hallway.

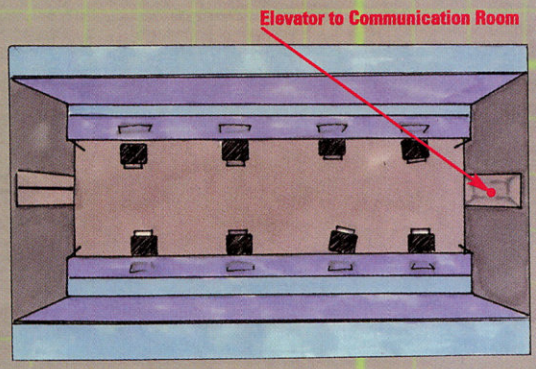
15. Climb through the ventilation shaft, turn right, and drop down into the next open hole you reach.

The security lasers are still locked up, so use the ventilation shaft to get to the Control Room. This must be the route Rick used.

16. Take the hallway around the bend to the right. Grab the **item** on the ground.

17. Enter the door with the green light above it to get to the Control Room.

The Control Room



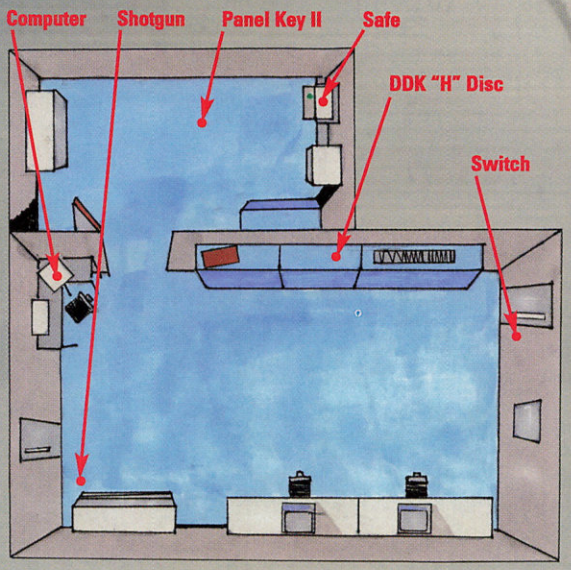
Thanks to Rick, some of the security lasers are now offline and you can easily turn them on or off to access a lot more areas. But the first floor is still presumably crawling with Dinosaurs, and so far, there is no sign of Dr. Kirk or your missing team members. And, even though you've got some of the electrical power going, there's still a large part of the facility left in the dark. You and Rick decide that the best plan will be to sweep and secure the remainder of the first floor before venturing any further. You'll have to make your way on your own, however, so Rick can work on breaching the remaining security systems.

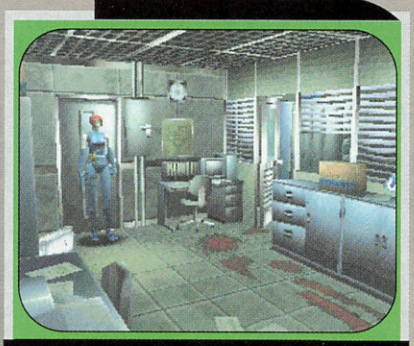
Once inside the Control Room, you and Rick determine the next plan of action.

18. After meeting with Rick, exit the Control Room and go right.

Finding the Shotgun, DDK Disc

19. Enter the Management Office.





The Management Office is the first Save Point, as well as the location of several items and clues. Explore thoroughly.

20. Take the **shotgun**.

21. Activate the switch by the far exit.

22. Examine the computer and read the email. Note the info for later. Take the **DDK "H" disc** as well as the **emergency box plug** on the counter.

23. Enter the adjoining room. Examine the dead body and take the **Panel Key II**. Note the locked safe in the room.

24. Exit out to the hallway and Save your game.

The DDK System is an advanced locking device securing the Facility's most important areas. The two disc devices (the "Code" and "Input" discs) must be inserted at each door.

Emergency Boxes

Throughout the game, you will find Emergency Boxes, or "E-Boxes," in a variety of colors. These boxes are great for storing items you don't foresee needing immediately, or for arranging items you are carrying to fit on you more economically. They tend to show up right before any big battles you face with the T-Rex and other Dinosaurs, so be wary. Depending on the color of the box, it will yield different items. Following is a listing of what you will find:

Red E-Boxes contain ammo, tranquilizer darts, and tranquilizer materials

Green E-Boxes contain healing items

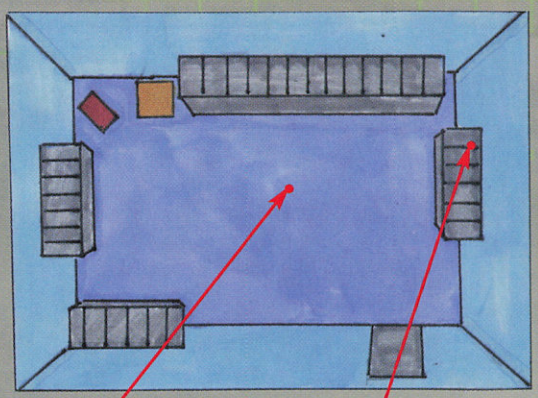
Yellow E-Boxes contain ammo, tranquilizer darts, tranquilizer materials, and healing items

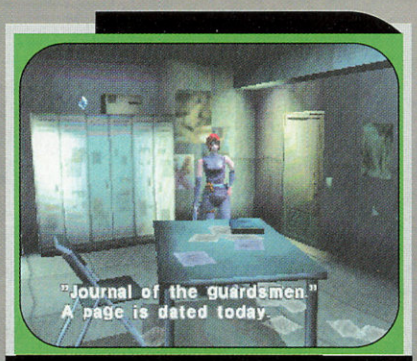
The first E-Box you find will be a yellow one, located next to the Control Room. In order to open it, you will need an E-box key, which is more or less a small plug. The amount of plugs needed to open an E-Box range from one to three. Once you open an E-Box, you can access it later from another E-Box of the same color. You can also use E-Boxes to sort your materials and consolidate ammunition.

Inside an E-box, not only are there items to grab and space to store stuff, but you can also get to other E-Boxes of the same color and consolidate your items.

The Locker Room

25. After the call from Rick, dodge the Raptor waiting in the wings by entering the brown Locker Room door. Read the *Journal of the Guardsman*; in it, you will find the combination to the safe in the Management Office, which is **0426**. You can also access the control panel here. If you don't read the journal first, you will probably get an immediate visit from a Dinosaur.

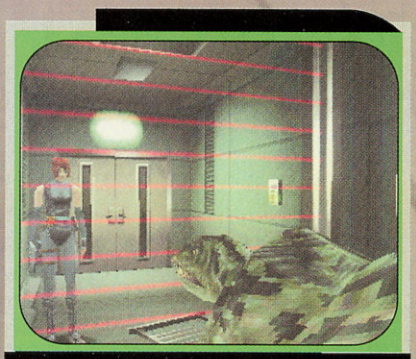




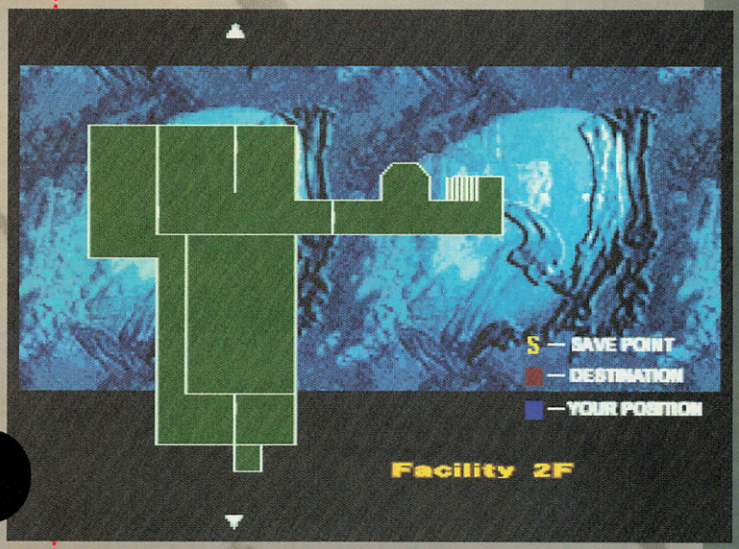
The Journal of the Guardsman gives you the combination to the safe inside the Management Office (0426). Inside that safe is the key to the front door in the Main Entrance.

26. Next, take the **input disk** from on top of the locker. Wait for the Raptor to give up his attack on the door before you grab the **pick-up item** on the far side of the room. If you immediately rush over to the opposite side of the room, the Raptor will bust in.

27. Exit back into the hallway. Unlock the security lasers and reactivate them after you pass in order to halt the Raptor chasing you.



The security lasers can be very useful for keeping Raptors at bay.



The Main Entrance

28. Take the double doors before you into the Main Entrance. Grab the **items** both under the stairs and upstairs on the Second Floor.

From the Main Entrance you can go to the second floor, as well as get outside through the front doors (once you find the key).

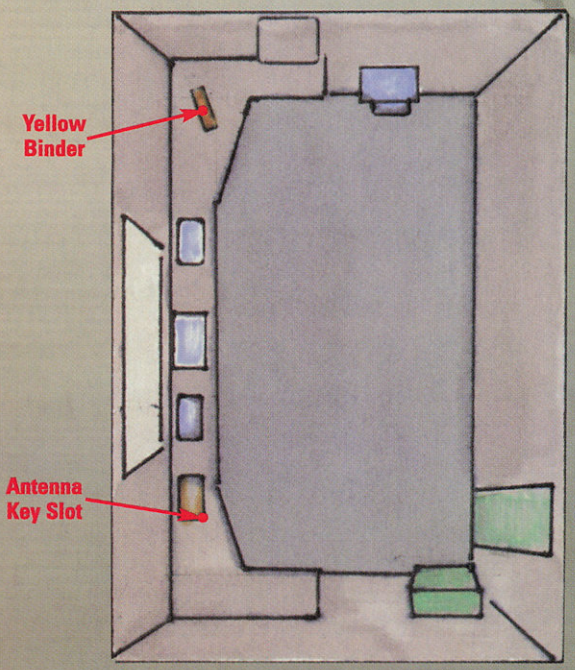
29. Find the moveable block and push it out of the way. Take the **item** revealed.

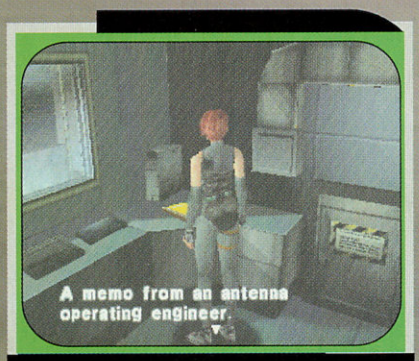
30. Go through the upstairs door.

The Communication Area

31. Dodge the attack of the Dinosaur in the hallway. Run through the door at the end of the hall that leads outdoors to the Communication Area.

32. Take the first door to the right, into the Communication Antenna Room.





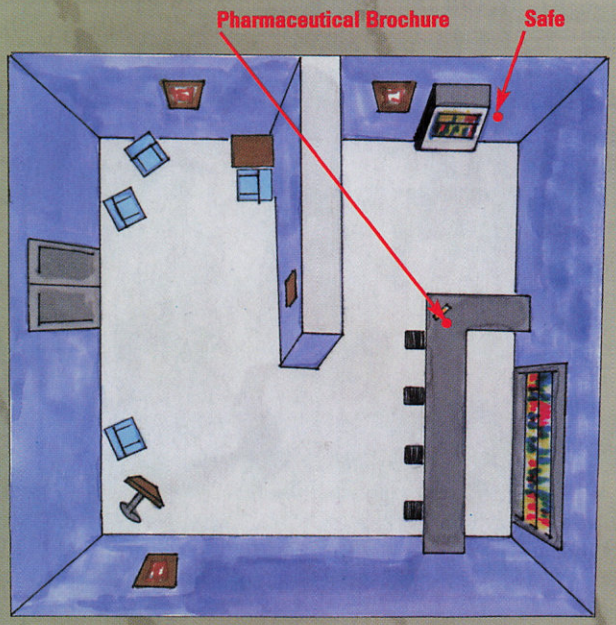
All you need from the Communication Antenna room is a combination found in the yellow binder.

33. Examine the antenna key slot and the yellow memo to get the combination **8159**. Exit and re-enter Hall 2F.

34. Kill the Raptor that attacks you in the hall. (If you don't do this now, it will follow you into the Lounge, where you will then have to fight off two Raptors at once–not recommended!)

35. Take the double doors into the Lounge and kill the Dinosaur.

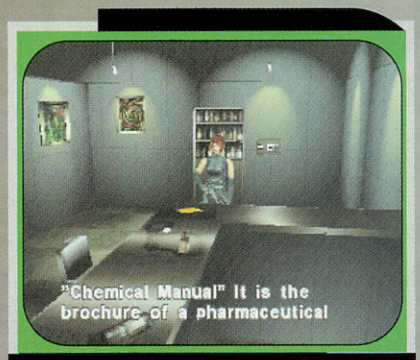
Finding the Gun Upgrade



36. Pick up the available **items** and make your way to the safe in the back left corner.

37. Enter the combination from the Antenna Room, **8159**, to access the **gun upgrade**.

The safe that you use the 8159 combo on is in the back of the Lounge. Inside will be the handgun slide, which turns your gun into a Glock 35.



Read the Pharmaceutical Brochure to find out how to mix chemicals.

38. Leave the lounge area and take the **pick-up item** back in the hall.

Accessing the Chief's Room

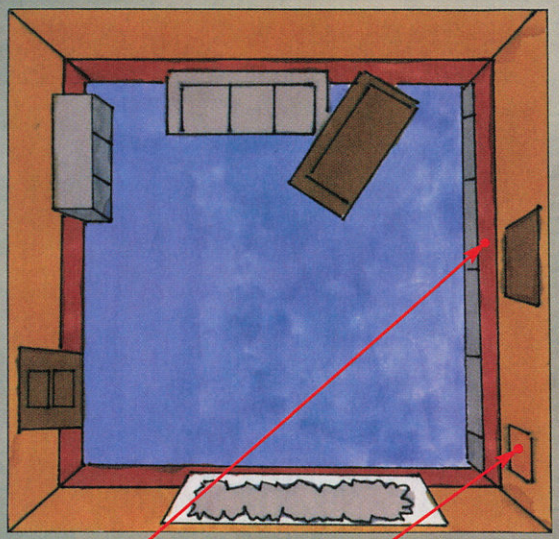
39. Access the only other door in this hallway using your DDK Discs.

Using the DDK Discs

The DDK "code" and "input" Discs will pop up throughout the game to enable your access to various locked rooms and passageways. In this first instance, you will need both of the DDK "H" Discs you've uncovered to decipher a code that will unlock the way to the Chief's Room.

The code DDK Disc will reveal a series of letters. The second DDK Disc will reveal a second letter series, which you will need to eliminate from the code on the first DDK Disc (as in the example you read about in the Communication Antenna Room). Doing this will reveal a code word. This is the word you enter at the locked door.

Having both DDK Discs isn't enough; you also have to solve a little word puzzle. The solution to this one is HEAD.



40. Input the password **HEAD** to enter the Chief's Room. Take the **item** in the corner to your left.

41. Take the **Input Disk "N"** off the counter behind the desk.

When you enter the Chief's Room, you'll find a scientist who is barely alive. He hands you the Panel Key I to go along with the Panel Key II you found earlier when you saved your game. He also gives you some peculiar info on Dr. Kirk. It seems he may not be the good guy you thought he was when you first embarked on this rescue mission. Perhaps he is more aligned with the enemy government than you had first suspected.

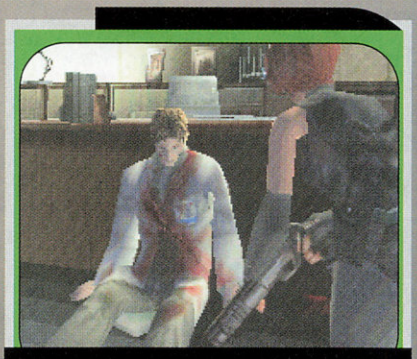
After the researcher helps you, you'll make another interesting discovery in this room: a locked safe behind a picture frame into which the two panel keys can be inserted. Keep this in mind for later in case you come across the combination to open it.

42. Go to the frame behind the desk furthest to the right.

43. Use your Panel Keys I and II. Place in the corresponding slots on the frame.

44. If you're suddenly attacked by a T-Rex, avoid him and exit.

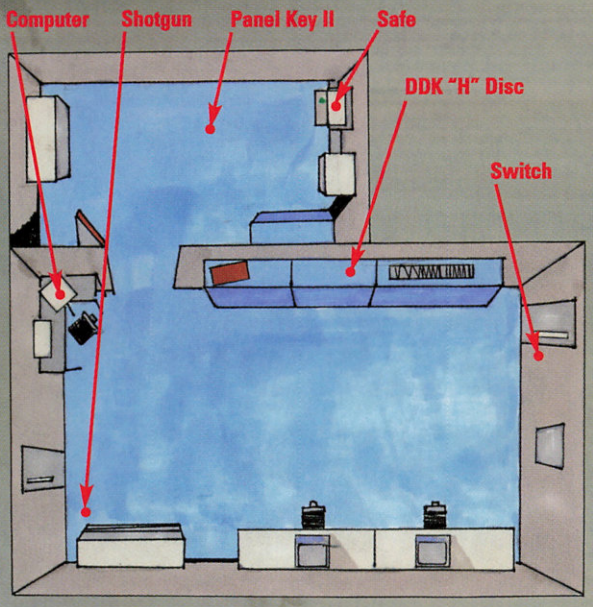
45. Watch out for another Dinosaur and then re-enter the room to retrieve any **items** you missed.



The wounded scientist has some information and a mysterious item. The room also holds a few items to grab, and it will be the sight of the first encounter with the T-Rex. Exactly when it appears is randomized.

The Main Entrance and Front Area

46. Go back down to the first floor. Re-enter the Management Office via the Management Office Hallway.



47. Use the **0426** combination you found in the Locker Room on the locked safe.

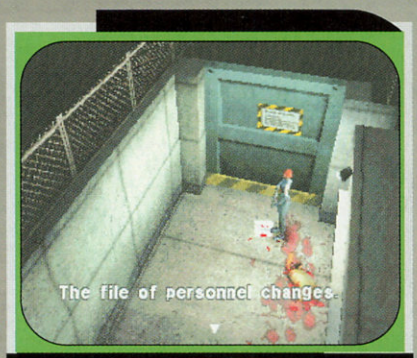
48. Take the **Main Entrance Key** inside. Also grab the **item** and Save your game before leaving.

49. Go back outside and return to the Main Entrance. Use your new key at the locked Main Entrance to get to the Front Area. Take the walkway to the left and around the hairpin turn that traces the planter. Examine the corpse there.

50. Retrieve the **DDK Disc** and other **items**, either on the corpse or nearby.

51. Examine the personnel paper on the ground, and then re-enter the Main Entrance.

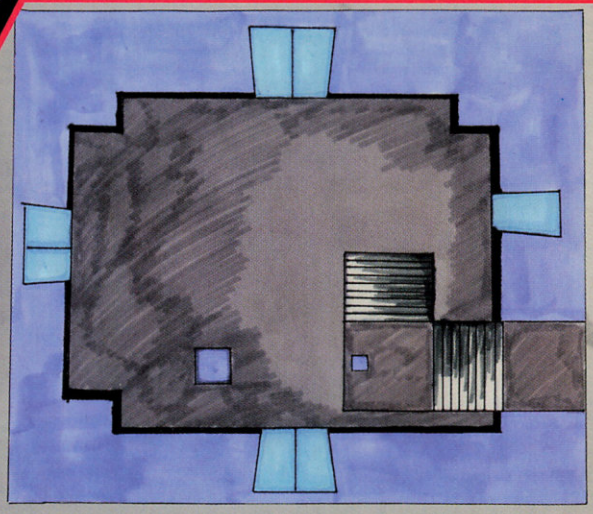
The Front Area of the complex has been trashed.



The File of Personnel Changes you read contains information on both new and past research personnel. In the Third Energy Physics Laboratory, an employee, Mark Doyle, will be registered under the ID number 57036. Perhaps this new clue will help you to maneuver more freely around the complex...

Heading for the Training Room

52. Head toward the far end of the Main Entrance to the locked double doors. After Rick contacts you, your new destination becomes the Training Room.



53. Use both DDK "N" Discs you've collected and enter the word **NEWCOMER** to reach the Elevator Lobby.

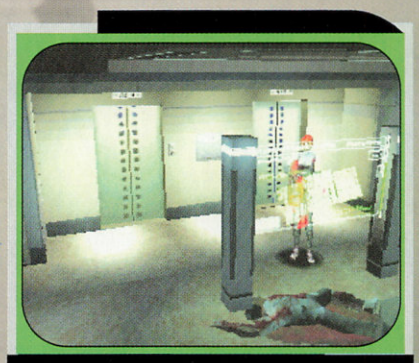
Rick sees a human going toward the Training Room and suggests you go check it out.

CODE Disc
A B N D E F G H
A B W C D F G H
A B D F G H O M
A B D E F G H R
KEY
A B D F G H
D.D.K
PLEASE INPUT THE PASSWORD
NEWCOMER
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z
ENTER
DELETE
EXIT

In this puzzle, eliminate the letters from the second DDK "N" Disc every time they appear. This will get rid of all the letters A, B, D, F, G, and H, leaving you with the word NEWCOMER.

54. Find the **plug** in the right corner of the room. Use it with your second plug to access the **Red E-box**. Store anything you don't need for now.

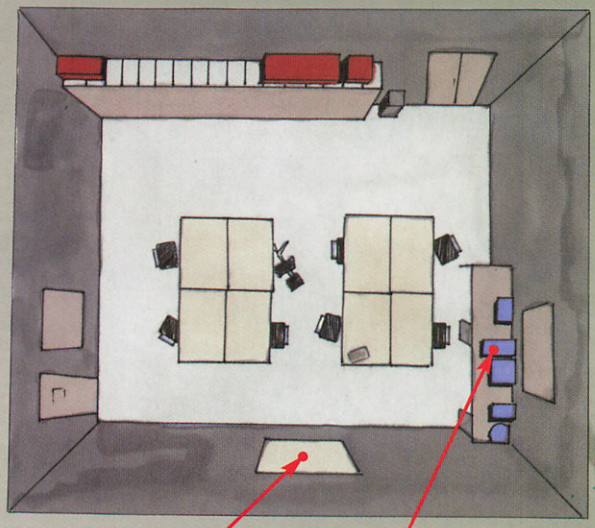
55. Examine the **map** in the middle of the room.



Unfortunately the elevators cannot be accessed without the proper ID, but at least you can acquire the complete map to the First Floor.

56. Move the box that's up against the wall to retrieve some **blue healing material**.

57. Exit left into the hall. Disable the security lasers and take the next door on the left into an office. Kill the Raptor awaiting you.



"Paging Mr. Baker . . ."

58. Examine the red book, the whiteboard, the phone, and the computer for more useful information.

59. Find and take the **item** in the corner.

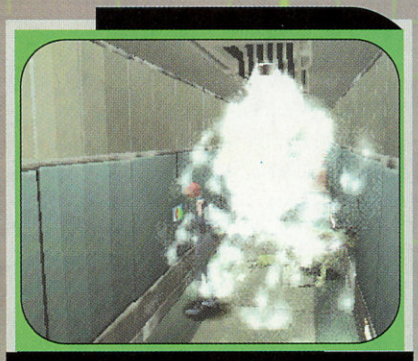
In the Office Room, you will get to fight off a frightening Raptor, but that's not all. Once you've done away with him, some very useful information will be revealed. From inside a red binder, you will learn that 150 people were wiped out in a Third Energy experiment from three years ago, and that the staff here recently tried running that very same experiment! They have also apparently taken extra precautions with IDs, as someone has tried to fake one in recent days. The computer is used for creating ID badges for Levels 1, 2, and B1 of the complex–just what you need to gain access to more of these barred rooms. You will need fingerprints, an ID card, and a registration number. One of these items is actually available right here in this room: a registration number for Paul Baker. Also written on the white board is his pager number, and chances are, if you were to beep Baker, you would find him, since it doesn't seem like too many researchers around here are still left standing. Fortunately, just down the hall, you'll find a complete map of the First Floor area to help you pinpoint any other rooms you haven't explored yet.

You'll have to come back to this room later once you've found an ID and have figured out a way to collect some fingerprints. You should page that Paul Baker guy by using the phone so you can find his corpse later since you already have his registration number.

60. Exit back into the hallway.

61. As you return to the Training Room Hallway, one Dinosaur will be expecting you (unless you didn't kill the other Dinosaur back in The Office). To dodge one or both of them, continue down the hall and away from the Office.

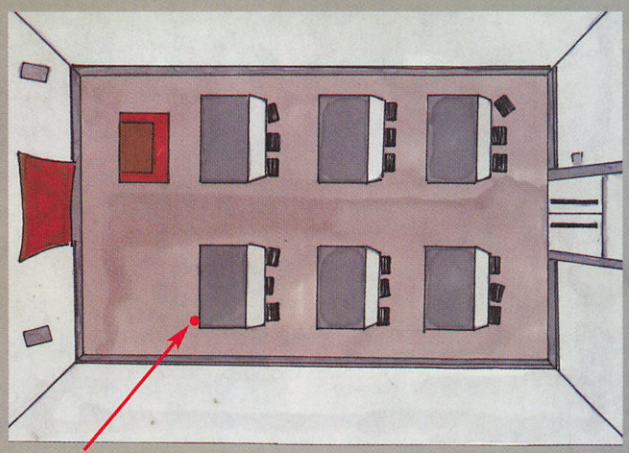
62. Activate the switch to the left or the one further down the hall to turn on the steam valves. This should distract the creatures temporarily.



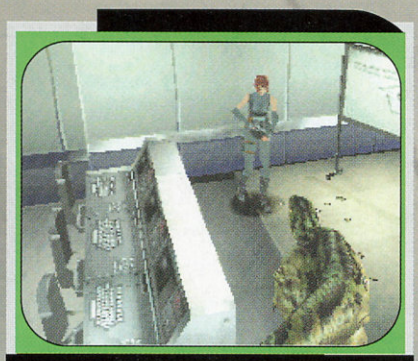
You can use the steam vents to momentarily put down an attacking Raptor.

63. Stop at the corpse in the hallway and retrieve the **plug**.

Inside the Training Room



64. Go inside the Training Room and get the **B1 Backup Generator Key**.

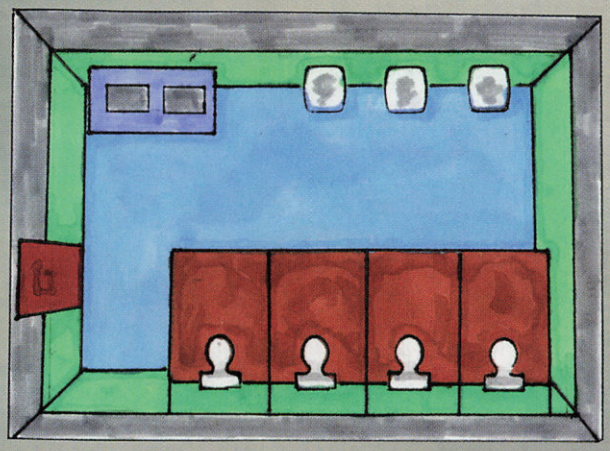


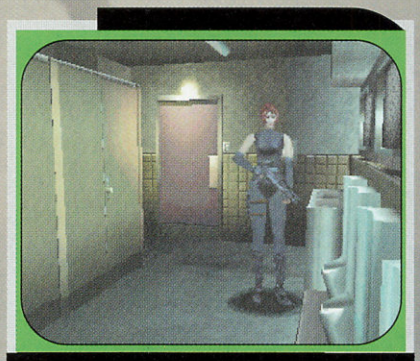
In the Training Room, snag the key. A Raptor will attack through the ceiling.

After you get to the Training Room in the Facility, you'll get a surprise visit from a Raptor. Luckily, Gail comes in from out of nowhere and saves your tail. He takes off to get his radio fixed by Rick, who is back at the Control Room.

65. Leave the Training Room for the hallway again and head back to the vending machines.

66. Climb up into the ventilation shafts and drop down this time into the Bathroom.



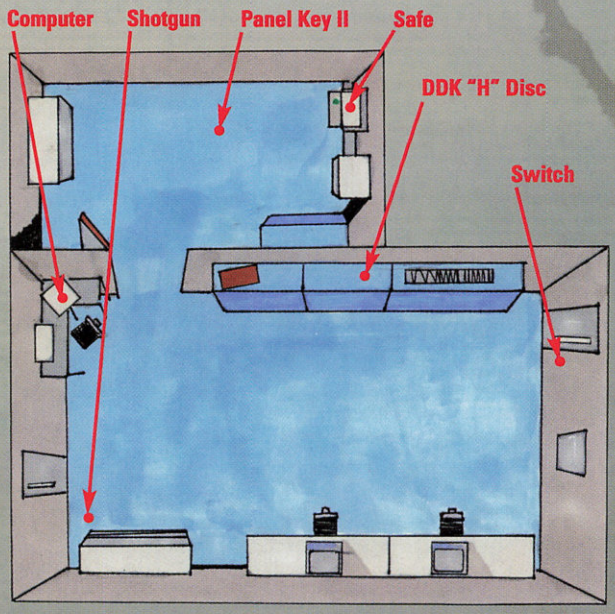


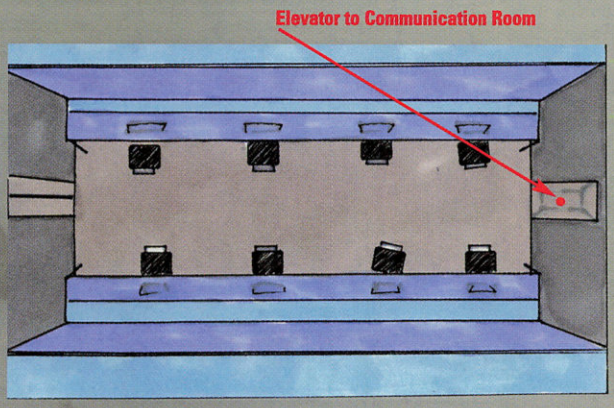
Nothing too exciting here, just a bathroom.

67. There may or may not be an **item** to take. Exit the bathroom and try to open the locked door with an emblem on it.

Return to the Control Room

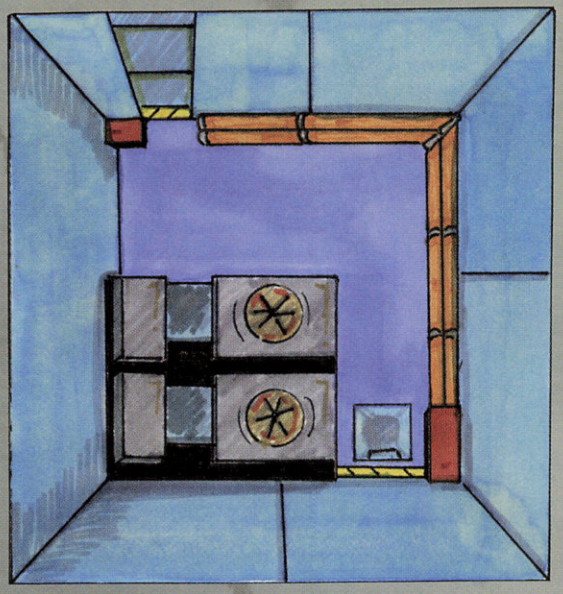
68. When you realize you can't open that door because you lack an ID, make your way back to the Facility Control Room via the Management Office. You may get another visit from one of the Raptors on your way.





When you return to the Control Room, Rick and Gail will meet you. Now that you've secured the First Floor, it is time to move on to the subterranean levels. You'll first need to restore power to the lower floors.

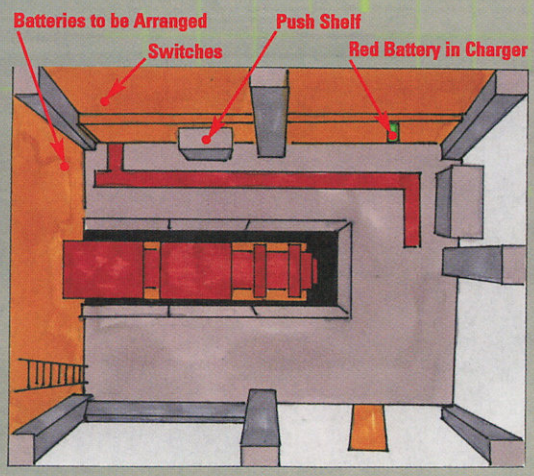
69. After the meeting with Rick and Gail, return outside the same way you came in. Go through the Management Office, out to the Main Entrance, and to the Backyard of the Facility.



70. Use the B1 Key you recently acquired to unlock the gate in the Backyard.

Restarting the Backup Generator

71. Climb down to the Basement, grabbing the **pick-up item** before you descend the ladder.



Now that you have the key, you can get through the locked fence in the facility's backyard. From there you can get to the B1 Backup Generator Room down the ladder.

72. When you see the **red battery** in the charger on the wall, take it.

Examine the small case to grab the red battery needed to jump-start the generator.

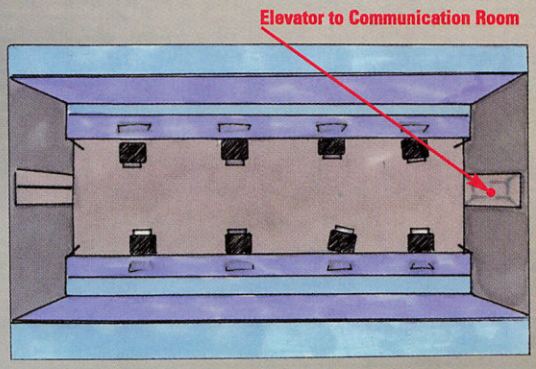
73. Continue as far as you can and insert the battery inside the door with other batteries.

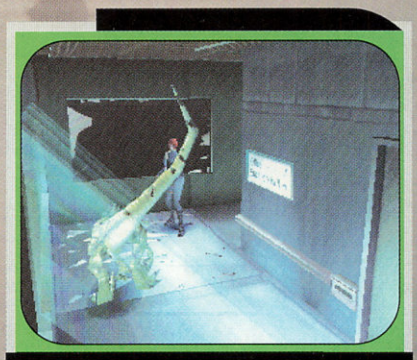
74. Rearrange the colored batteries to correspond with the order of the switches: **red, blue, green and white**. Activate the power switch.

75. Push the nearby standing shelves and take the **plug** that is revealed.

76. Respond to Rick's call and follow his instructions to come back to the Control Room.

77. Upon entering the Office hallway, you'll have to button tap furiously to get out from under a ravenous Dinosaur before moving on to the Control Room.





You can knock out the Dinosaur by turning on the security lasers.

A Parting of the Ways?
(First Branch Point)

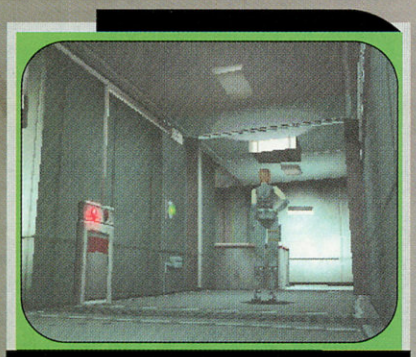
Apparently Gail witnessed another person in the facility downstairs. At about the same time, you receive a distress call from one of your lost team members. This creates the first major branching point in the story. Rick wants to follow up on the distress call to see if he can find the whereabouts of Tom or Cooper. Gail wants to start investigating the lower levels. Whichever path you choose will be a message to your teammates on where your priorities lie within this mission.

Part II, Branch A: Following Gail

The Medical Room

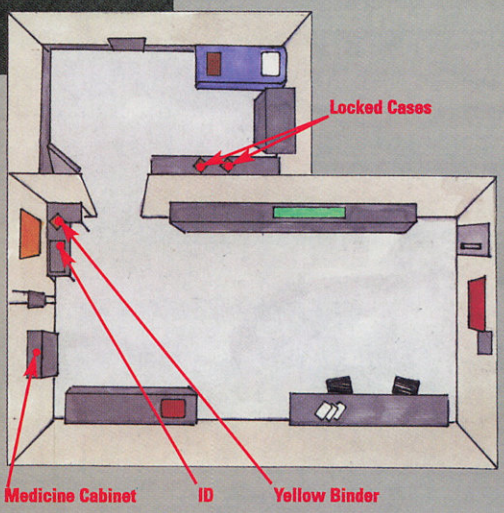
1a. Exit the Control Room.

2a. Make a left turn, go through the now open gate, and go downstairs.



The gate leading downstairs will now be unlocked.

3a. Go into room on your right, the Medical Room



4a. Examine the yellow binder and take the **ID** on the desk. Look for a **plug** by the cardboard box and check the medicine cabinet for **pick-up items**.

5a. Go into the adjoining room where the bed is.

6a. Check for **items** and notice the locked cases. Then exit back to the Medical Room Hallway after Saving your game.

7a. You can kill the Compys if you want and go back to the B1 Hall.

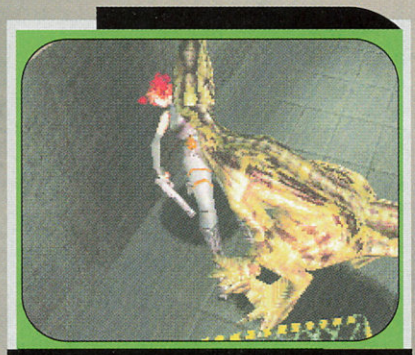
Dr. Kirk, I Presume?

Gail pulls another tough-guy maneuver when he dives through a gate to get to a fleeing Dr. Kirk, who manages to slip through his fingers. While he continues after the scientist, Gail orders you to take the elevators down below to gain access to the Lab Entry area. You will have to find the right ID before you can get there.

Kirk makes a run for it right under Gail's nose.

8a. Take the **item** in this room (if it's there) before proceeding through the door to the right of the security gate to exit.

9a. When you're attacked in this hall, tap your action buttons to push the Dinosaur into the electrical wires.



When the Raptor attacks you through the fencing, kick it back and it'll get fried.

10a. Turn off the security lasers at the gate.

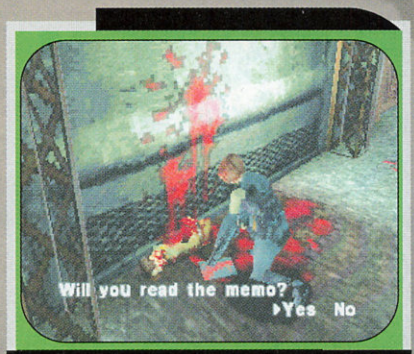
11a. Unlock the Generator Room and take the nearby **item** if it is in the corner.

The Carrying Out Room

12a. Enter either the small door to the right or the double doors. Both lead to the Carrying Out Room.

13a. Investigate the large cargo hold. Examine the corpse, the memo, and check all the corners for **pick-up items** and a **green dart**.

14a. Leave the room and head upstairs.



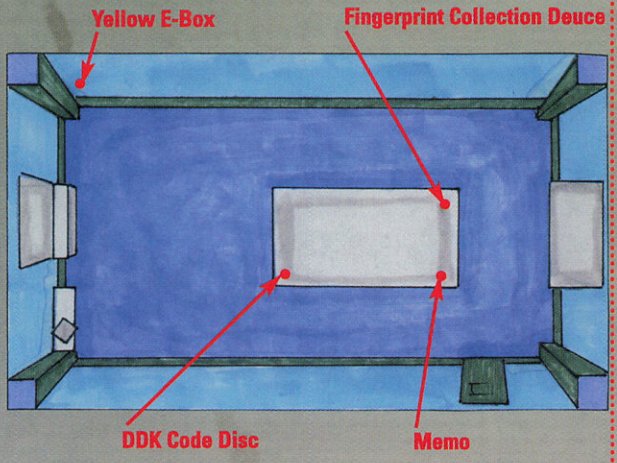
A dead guy leaves behind clues and suspicions in the Carrying Out Room B1.

Read the memo in the Cargo Staging Room to find out about possible locations of the DDK "L" Discs. You'll also discover that the unlucky scientist in this room had suspicions about Tom, your partner who infiltrated the island during an earlier mission. Could Tom have blown his cover?

15a. Make your way back to the locked door with the emblem you first saw from the Bathroom.

16a. Use the ID Card you found in the Medical Room to gain access to the Strategy Conference room.

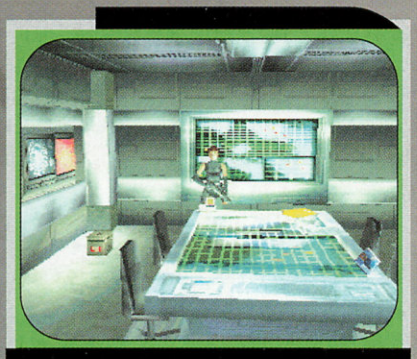
Getting Paul Baker's Fingerprints



17a. Grab three things here: the **Fingerprint Collection Device**, the **plug**, and **DDK Disc "E"**.

18a. Examine the yellow binder for information on creating a fake ID.

19a. Find the **yellow E-box** in the corner and take what you need. Exit.



Lots of important items are in the Strategy Conference Room, including the Fingerprint Collection Device.

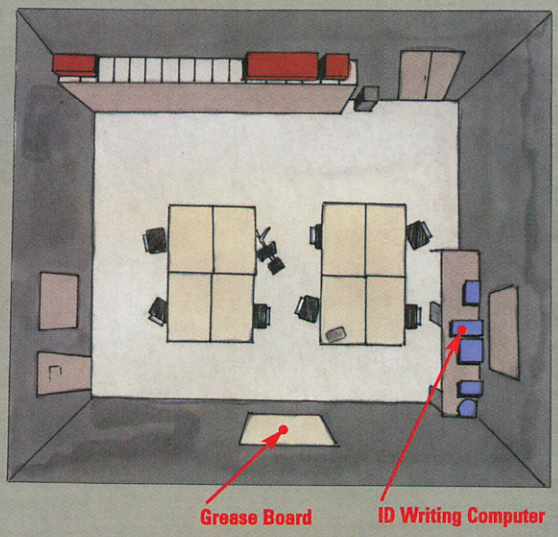
20a. Go back to the Elevator Hall off the Main Entrance. Here you will find a corpse whose pager is going off. This must be Paul Baker.

21a. Use your Fingerprint Collection Device to get the corpse's fingerprints.

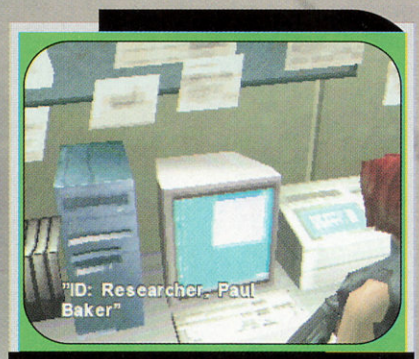
Use the Finger Print Collection Device on the downed researcher. This must be Paul Baker.

Making a Fake I.D.

22a. Go back to the Office with the computer and use the ID again.



23a. When you're asked for a registration number, enter Paul Baker's: **58104**.



Once you have an ID, a registration number, and the fingerprints that belong to the registration number, you can make a new ID at the computer in the office.

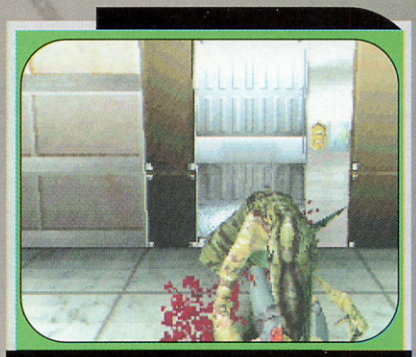
24a. Enter a "yes" when prompted to use the Fingerprint Collection Device. A new ID will now be created.

The Fake I.D. Puzzle

Regina actually has two choices when she creates her fake ID to gain better access to the Facility. She can either use her Fingerprint Collection Device on Paul Baker, the guy with the beeper going off, or John Doyle, the dead man outside the main entrance. Either way, she'll have to enter a unique registration number. You found Baker's on the whiteboard: 58104. Doyle's was found on the piece of paper that was next to him, 57036, outside the Main Entrance. Both will give her equal access privileges.

25a. Go back to the elevators. Enter your ID to gain access to the downstairs area.

26a. At B1, tap the action buttons quickly to get away from the attacking Raptor overhead.



A Raptor will attack through the ceiling when you take the elevator to floor B1.

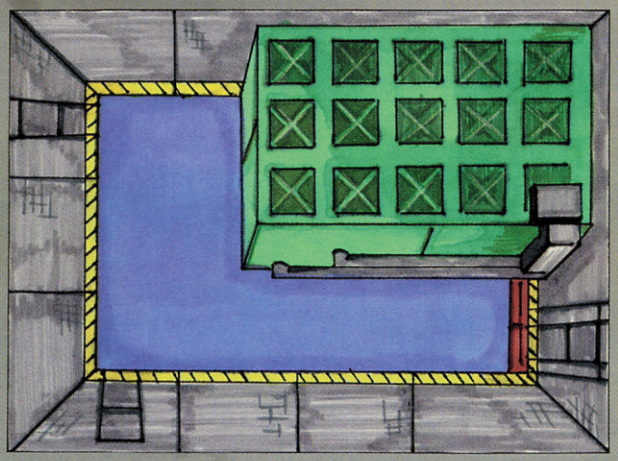
27a. Dodge or kill the Raptor to move on to the Laboratory Entry Area.

28a. Take the **pick-up item** on the counter.

29a. Try the main lab door and then exit back the way you came since you don't have the DDK Discs needed to proceed.

30a. Head in the direction Rick first went when he was looking for Tom (east of the Backyard of the Facility), and go toward the Large Elevator.

One Team Member Down



After you find the dead Researcher's "to do" list, you will know that Tom might have a DDK Disc. The last you heard, he was out toward the East of the facility, so you would be wise to head in that direction. As you get to the Backyard Gate, you will get a call from Rick, who was on a mission to find your lost teammate, Tom. Unfortunately Tom has turned up, but not alive. Being at least one member down, your team is at even more of a disadvantage. The fifth man on the squad, Cooper, is still missing, as well. Looks like it's definitely the three of you on your own and things are getting a lot hairier. Some new Dinosaurs have decided to join the party, two giant Pteranodons. Better be ready with those action buttons to outrun them, or to do some fancy maneuvers, like shoving them into some spinning fan blades.

31a. After you get a call from Rick, head up the path leads to the Large Elevator.

When you get to the area where you originally started the game, Rick will call, telling you that Tom is dead.

32a. Fight off the Raptors and examine the area for two **pick-up items**.

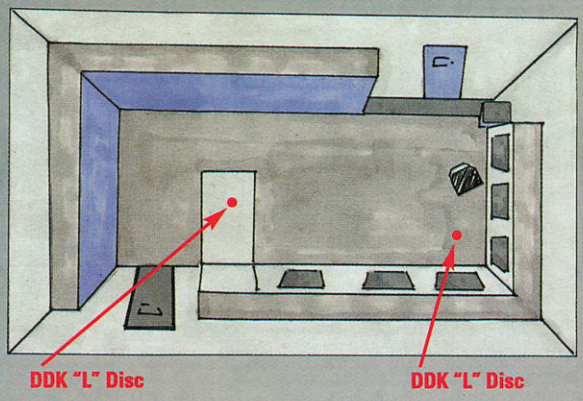
33a. Take the door to the Large Size Elevator.

34a. Tap the controller buttons rapidly to escape the Pteranodon's clutches. Pick up your weapon from the ground and stay out of reach.

When you first enter the Large Elevator area, a flying Pteranodon will swoop down and pick you up. Rapidly tap the action buttons to wiggle out of its grip before you're slammed into the wall.

35a. Look for a crate behind and to the right of you and grab the **plug**.

36a. Enter the Elevator Control Room Door.



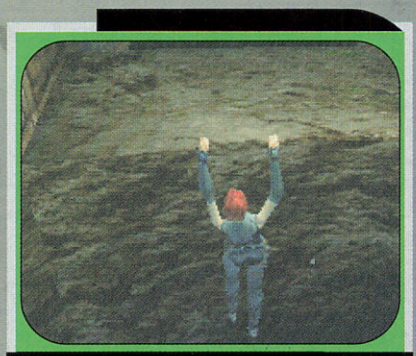
37a. Study Tom's corpse and take the **DDK Disc** off him and leave the room.

It looks like Tom made it as far as the Elevator Control Room inside the complex before losing too much blood. Get the DDK "L" Disc off him and get out of there.

A "Groundbreaking" Discovery

38a. Exit the room and go back the way you came. When you reach the dirt path outside, the ground will shake and then give way. Tap your controls again to keep from falling into the abyss.

39a. Go back to the Large Size Elevator Control Room.



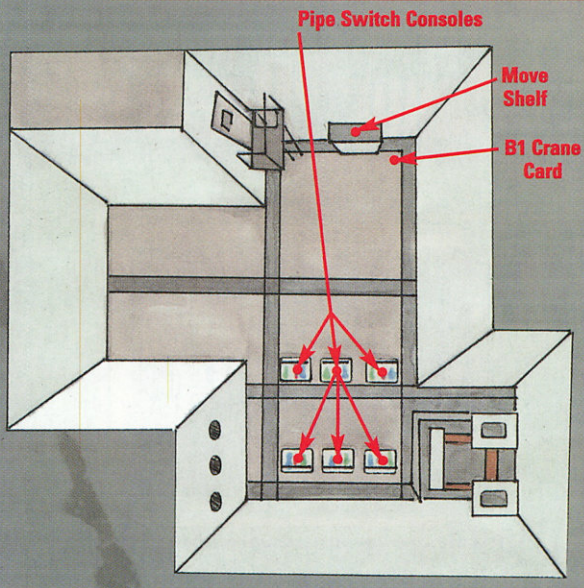
Regina's momentum hits a roadblock when a huge abyss opens up in the ground and traps her without warning. It looks like she'll need to find another way back to the Main Facility.

40a. Go back to the room where Tom is. Pass him and go through the sliding door at the back of the room.

Power Up the Elevators

41a. Examine the **map** here to acquire the map for the area and keep going. After you pass the lockers, go outside to the Passageway, to the Power Room, and go past the fan.

42a. Beware of the two Pteranodons and enter the Elevator Power Room.



43a. Climb down the ladder in this room and move the obvious shelf out of your way. Grab the **item** and also the **B1 Crane Card** in the corner.

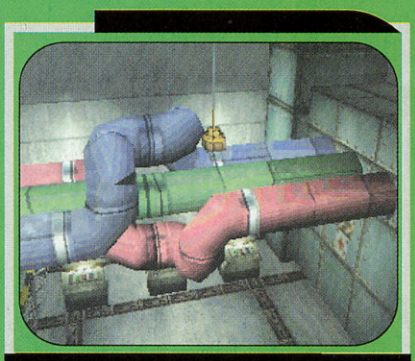
Move the shelf and grab the Crane Card in the corner when you climb down into the Elevator Power Room.

44a. Now look at the consoles. The six consoles operate the six pipes facilitating power flow. The object here is to determine the order in which the pipes should be placed.

Elevator Power Puzzle

Line up all six pipes by pressing the colored switches in the following order: Hit red on the top right side. Next, hit red on the bottom left side. Hit green on the middle left side. Then hit green on the middle right side. Now hit blue on the upper left side. And finally, hit blue on the lower right side. The power to the elevator should turn on.

There are six panels with three colored switches on each. Depending on which color you press and the different consoles, different pipes will be lowered.



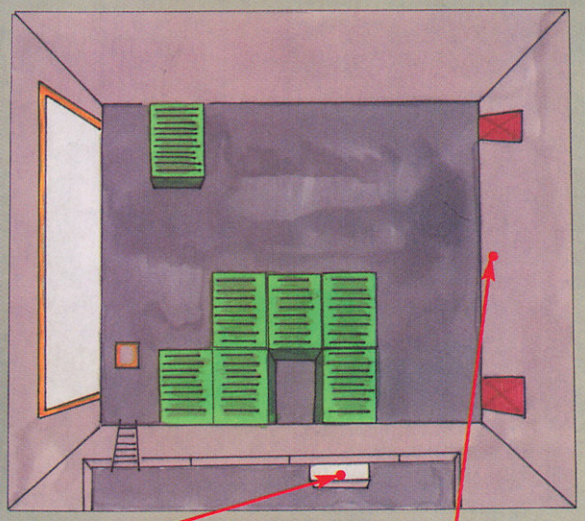
The puzzle will be solved when you get the pipes to align like this.

This diagram shows the six consoles and the order in which you access them, as well as the colored switch you need to press.

45a. Exit, and when the Pteranodon grabs you, tap your action buttons to push it into the spinning fan.

Here you go again, getting swooped up by another flying beast. This time you get some revenge, though.

46a. Return to the large elevator and go back to the first floor of the Basement. You will find that crates block your way.



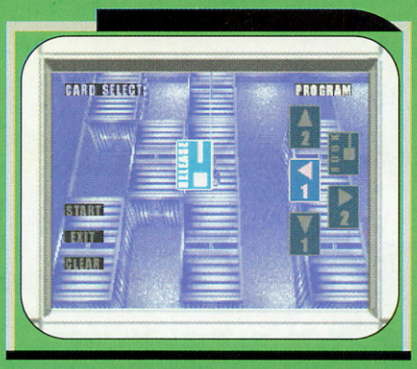
Using the Crane

47a. When you enter the main area of the B1 Floor, climb up the ladder to reach the crane.

48a. Push the shelf to reveal a **pick-up item**. Use the B1 Crane Card to start up the crane.

49a. Referencing the diagram, move some of the crates out of the way.

Crane Puzzle



You must figure out how to operate the crane to unblock your path and move on in the game.

The icons that crop up combine to solve this puzzle. Following is one example of the many different ways in which you can solve this puzzle:

***Move 1:** Up 2, Left 1, Down 1, HOOK, Right 2, RELEASE*

***Move 2:** Up 2, HOOK*

This should move all the containers out of your way in order for you to continue.

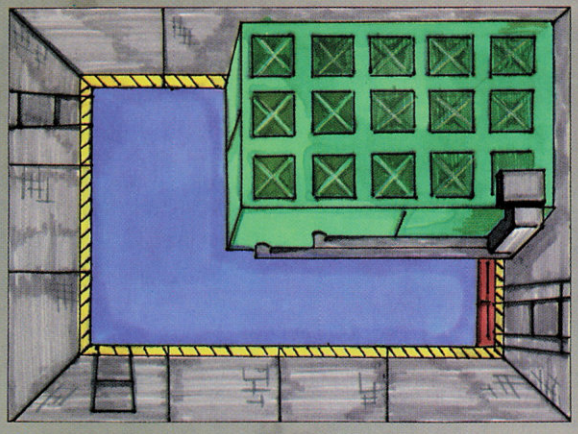
50a. Then turn back around and go back to the Elevator.

51a. Go back to the Lab, where you'll rejoin the main walkthrough.

Part II, Branch B: Following Rick

More Clues About Dr. Kirk

1b. From the Control Room, follow Rick back outside, toward Southeast corner of the complex marked on your map.



2b. Follow Rick through the gate to the passage that leads to the Large Elevator. Watch out for two Raptors along the way, as well as a **pick-up item** at either end of the path.

When faced with more than one Raptor, it's best to pull out your tranquilizer ammo to make it past them unscathed.

3b. At the end of the walkway, enter the double doors.

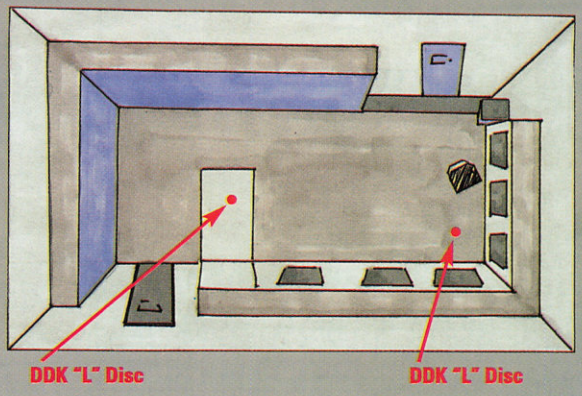
4b. The game takes over, and a Pteranodon swoops in and grabs you.

5b. When the "Danger" signal flashes on-screen, tap your control buttons to escape from the Pteranodon's clutches.

6b. Once on the ground, dodge the winged creatures and pick up your weapon. There may also be a **pick-up item** here.

Getting grabbed by your shoulders and then violently hoisted up would knock a gun out of any body's hands. Just be sure to grab it and equip it again.

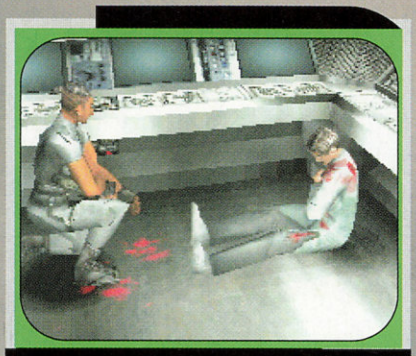
7b. Pickup the **plug** by the crates at the back right door to the Elevator Control Room.



Check out the crate by the door to find the E-Box plug.

8b. Go inside

Luckily you've found Tom alive. He gives you a DDK "L" Code Disc and some corroborating information about Dr. Kirk. He informs you that Kirk is crazy and that his "energy" experiments are just a farce, hiding something much worse. You won't find out what that is, however, until you get to a safe location. It will be up to you to secure a safe route back to the facility. Along the way, on the outside dirt passage, you'll get a big jolt from some sort of earthquake that could be man-made or Dinosaur-made. Either way, it will knock you off your feet and you'll find yourself hanging on for dear life.



Tom's still alive! But not for much longer if you can't get him to safety.

Earthquake?

9b. Take the second **"L" DDK Input Disc** from the counter in this room. Exit the Elevator Control Room back outside.

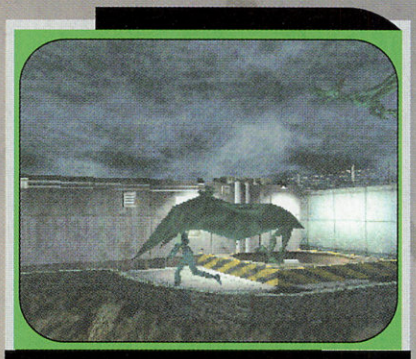
10b. Continue the way you came, back out to the dirt path. As the ground gives way beneath you, tap your controller buttons rapidly to keep from falling.

11b. You need to find another way back. When you check the Large Elevator, the power will be out.

12b. Go back to the Elevator Control room with Rick and Tom. Pass through the sliding door in back.

13b. Study the **map** of the outdoors area.

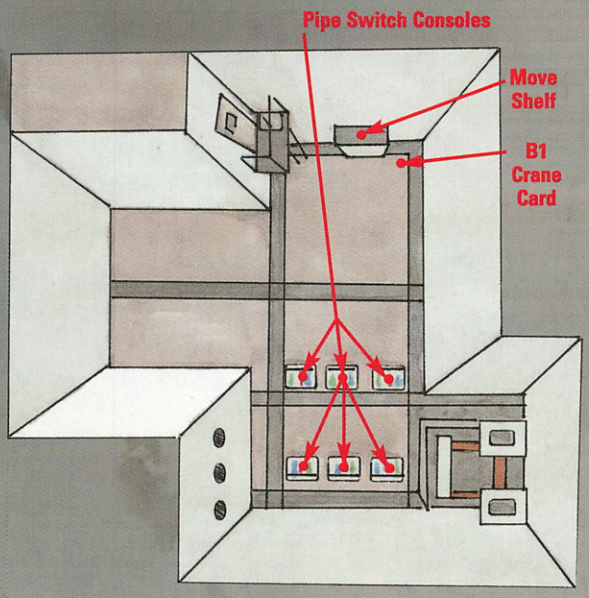
14b. Go past the lockers until you're outside. Go past the fan, dodging the Pteranodons along the way.



Get past the Pteranodons to reach the Elevator Power Room.

15b. Look for an **item** that might be in the corner.

Restoring Elevator Power



16b. Enter the far door to the Elevator Power Room.

17b. Find the ladder and climb down it. Move the shelf out of the way and retrieve the **item**, plus the **B1 Crane Card** on the ground in the corner.

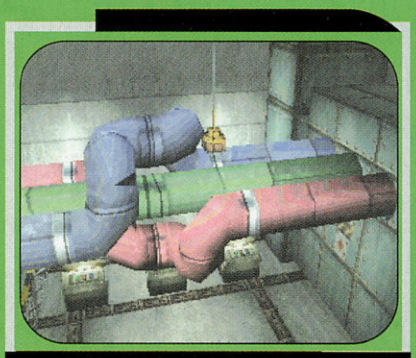
Never forget to check every shelf to see if it can be moved, such as this one in the Elevator Power Room.

18b. Now look at the consoles. The six consoles operate the six pipes facilitating power flow. The object here is to determine the order in which the pipes should be placed.

Elevator Power Puzzle

Line up all six pipes by hitting the colored switches in the following order: Hit red on the top right side. Next, hit red on the bottom left side. Hit green on the middle left side. Hit green on the middle right side. Now hit blue on the upper left side. And finally, hit blue on the lower right side. The power to the Elevator should turn on.

There are six panels with three colored switches on each. Depending on which color you press and the different consoles, different pipes will be lowered.

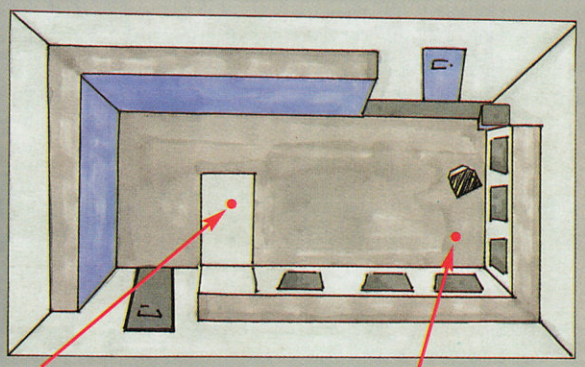


The puzzle will be solved when you get the pipes to align like this.

This diagram shows the six consoles and the order in which you access them, as well as the colored switch you need to press.

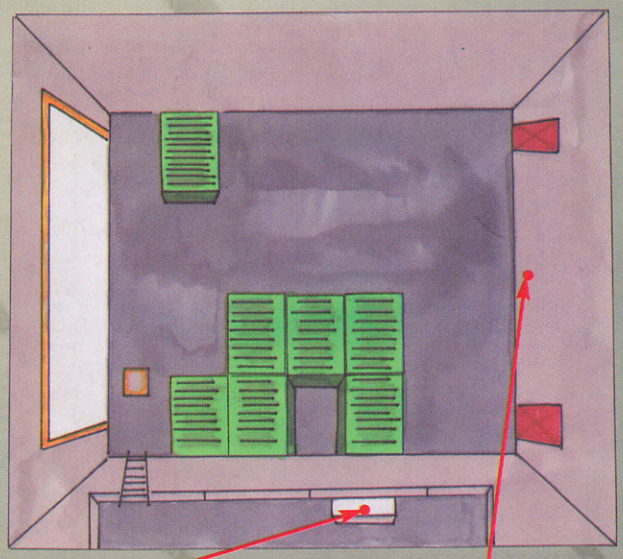
19b. Exit the Elevator Power Room and a Pteranodon will pick you up again. To fight off this attack, tap the action buttons on your controller and push the creature into the fan.

20b. Reconvene with Rick and Tom in the Control Room.



21b. Go outside to the control panel for the Large Elevator and activate it with the power you've supplied.

22b. Retrieve Rick and Tom and then head to B1, the Basement's First Floor.



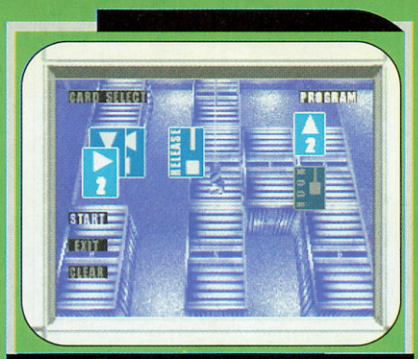
With the power restored, take the Elevator down to B1.

23b. Go through the large door and climb up the ladder since the way through is blocked.

24b. Move the shelf aside to find a **pick-up item**. Read the Instruction Manual for the Crane.

25b. Use your B1 Crane card to start up the crane. Use the crane to move the cargo out of the way.

Crane Puzzle



You must figure out how to operate the crane to unblock your path and move on in the game.

The icons that crop up combine to solve this puzzle. Following is one example of the many different ways in which you can solve this puzzle:

***Move 1:** Up 2, Left 1, Down 1, HOOK, Right 2, RELEASE*

***Move 2:** Up 2, HOOK*

This should move all the containers out of your way in order for you to continue.

26b. Talk to Rick and he'll tell you to get on with the mission, and that he can take care of Tom from here. Find the far end of the room. Observe the corpse.

27b. Read the **memo** on his person and pick up another **item** from the corner of the room.

When you check the corpse in the Carrying Out Room, you'll find a memo with info that is now useless since you have already found the two DDK L Discs.

Tom Takes One for the Team

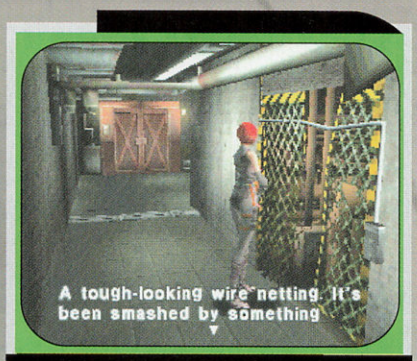
28b. Leave through the small door on the left. The game will cut to a scene where Rick will take Tom into the Medical Room, but will then be attacked by a Raptor.

Tom's death is tragic. At least he went down fighting, although that doesn't help Rick's conscience much.

29b. After Tom sacrifices himself against the Dinosaur, you will regain control. Look for any nearby **items** to pickup.

30b. Unlock the way to the B1 Generator Backup, turn off the security gate, and head around the corner.

31b. Hurriedly tap your controller to escape the attacking Raptor and knock him into the electrical fencing.



A Raptor will attack through this fencing, although its appearance is random.

Rick and Regina remember their teammate who died gallantly in the line of duty.

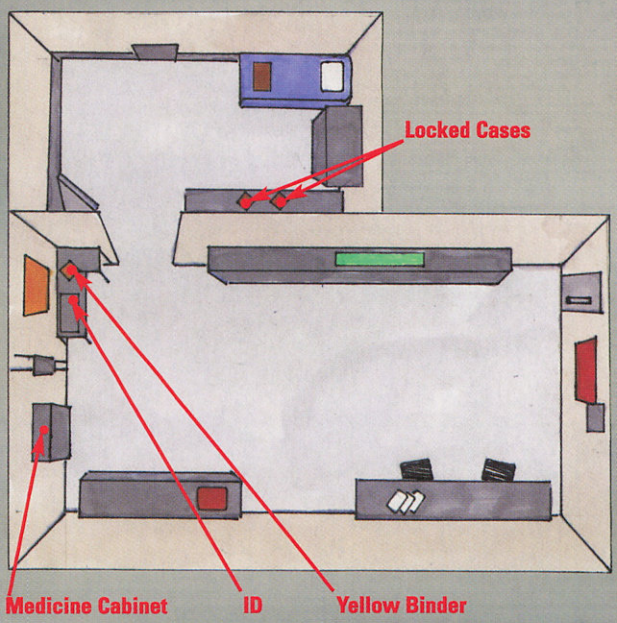
Heading for the Medical Room

32b. Go through the next door.

33b. Pick up the **item** in the hallway and take note of the locked gate.

34b. Go through the Medical Room Hallway.

35b. Ignore the Compys scurrying around you and find the Medical Room down the hall and to your left.

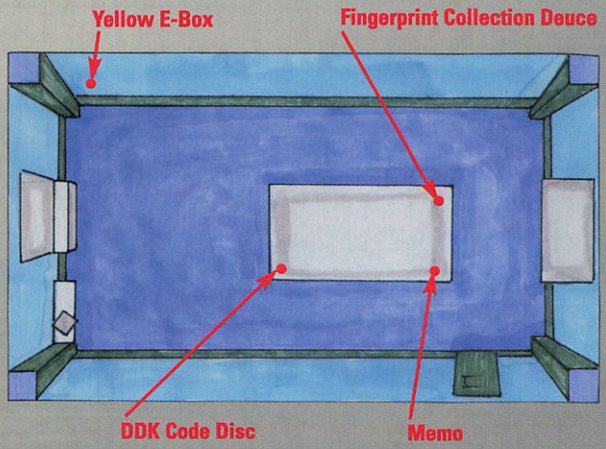


36b. After you find out Tom was killed, take the **ID** and the **plug** in the cardboard box and search the medicine cabinet and corners for pick-up items. Examine the yellow binder for information on fake IDs. Also examine the locked cases on the counter across from the bed.

37b. Leave the room and go back upstairs.

38b. When you reach Floor One, go back to the remaining locked door with the emblem over it, near the Bathroom.

The Strategy Conference Room



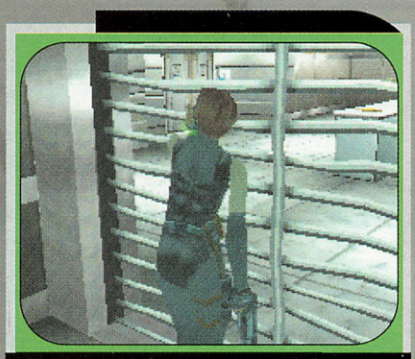
39b. Use the ID you found to gain access to the Strategy Conference Room.

40b. Inside, you'll find a **Fingerprint Collection Device**, a **DDK Code Disc "E"**, and a **plug** to grab.

41b. After reading about the Fingerprint Collection Device, see what you can get from the **yellow E-box**, and then exit. Return to the stairway by the Control Room.

Once you have an ID, you can enter the only remaining room on the ground level.

42b. Take the stairs back down to get to the B1 Hall and the locked gate.

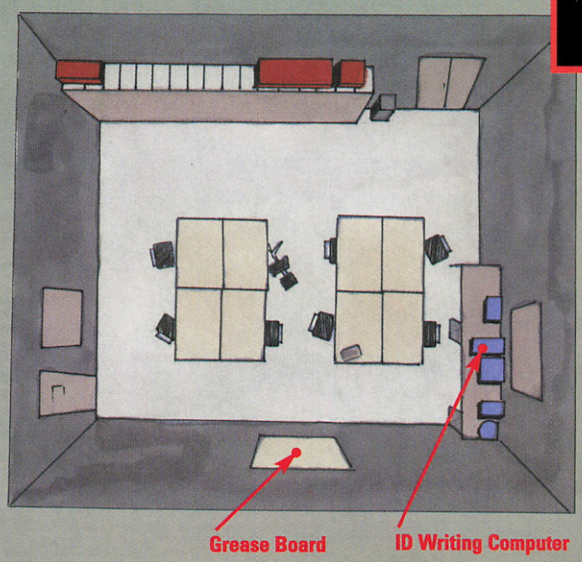


Gail calls. He wants you to get down to B1. You'll need to gain access to the Elevator.

The Former Mr. Baker

43b. After the call from Gail, go back through the Management Office to the Elevator Hall. On your way, you'll see a dead body. Examining the beeper tells you that this is the Paul Baker you paged earlier.

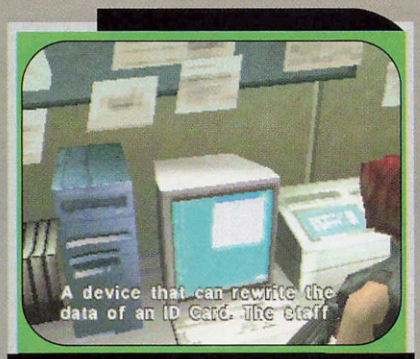
44b. Get his fingerprints using the Collection Device and try using the Elevator. Go back to the computer in the Office. There may also be an **item** here.



Making A Fake I.D.

45b. Enter **58104** as the registration number and affirm that you want to use the Fingerprint Device.

46b. Take the fake ID that gets generated. Now you can access the Elevator in the Elevator Hall.



Making a fake ID is easy. You just have to decide whose ID you want to forge.

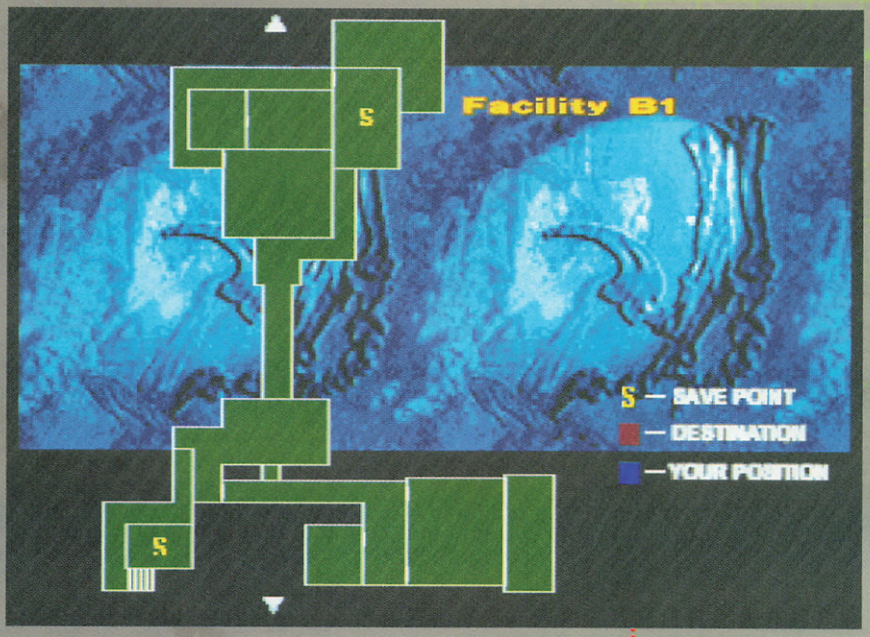
47b. In the Elevator, you'll get a surprise attack from a Raptor through the roof. Tap your controller to escape his clutches, and then take him down with your weapon. You now rejoin the main strategy branch.

Just when you think you can catch your breath, you have to again fight for your life.

The Fake I.D. Puzzle

Regina has two choices when she creates her fake ID to gain better access to the Facility. She can use her Fingerprint Collection Device either on Paul Baker (the guy with the beeper going off) or John Doyle (the dead man outside the main entrance). Either way, she'll have to enter a unique registration number. Baker's was the one she found on the grease board: ***58104****. Doyle's was found on the piece of paper that was next to him:* ***57036****. Both will give her equal access privileges.*

Part III: Exploring Floor B1



1. In the entry area to the B1 Lab, grab the available **items**. Skim the Security Manual to learn about upgraded DDK Locks. Acquire the **B1 Map Data** off the wall.

Laboratory Puzzle

To enter the Laboratory, you'll need to use both DDK "L" Discs you've picked up.

*The number series in this puzzle is **345678**. The letter each number represents corresponds to the order of the letters in the alphabet. If 1=A, 2=B, and so on, you can figure out the sequence.*

3=C, 4=D, 5=E, 6=F, 7=G, 8=H

*These letters, **CDEFG** and **H** should then be removed from the sequence of letters from the first DDK Disc. With the letters removed, the sequence should spell the word **LABORATORY**. This is the code word you will enter to get into the lab.*

DDK

L ~~F~~ A ~~C~~ B ~~D~~ O ~~E G H~~ R ~~F~~ A ~~C~~ T ~~D~~ O ~~E~~ R Y

DDK

345678 = CDEFGH

*Use your L Discs on the Lab door and unlock it by entering the word **LABORATORY**.*

CODE Disc
L F A C B D O E G H
R F A C T D O E R Y
D.D.K
KEY
3 4 5 6 7 8
PLEASE INPUT THE PASSWORD
LABORATORY
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z
ENTER
DELETE
EXIT

For this DDK puzzle, you have to translate the numbers into letters.

Getting the Handgun Sights Upgrade

2. When you head down the hall, you'll reach a secured gate. As soon as it's disabled, two Dinosaurs will attack you. Finish them off.

3. Go through the double doors in front of you.

4. Avoid the Raptor inside the Library Room.

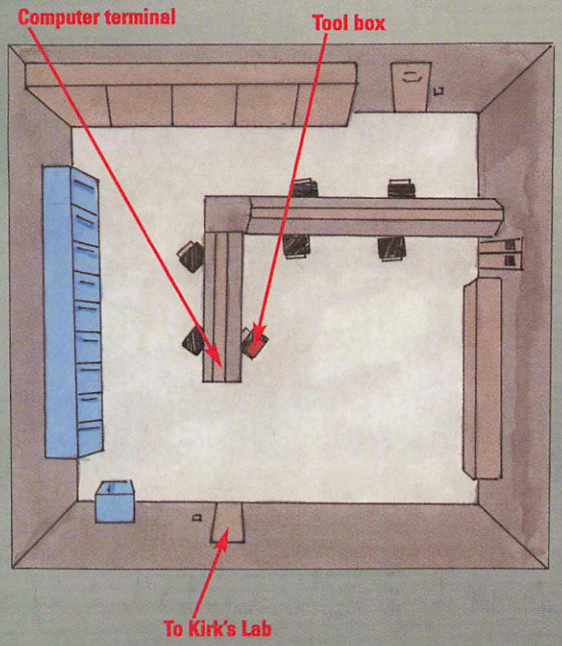
It appears that just about every room of the Lab will have some Raptors. You will need to come back here later, so it might be a good idea to take care of this guy now. Also, don't forget the weapon upgrade in this room.

5. At the far exit, you'll find some **pick-up items**.

6. Also, grab the **Handgun Sights** weapon upgrade.

7. Go back out the way you came. Take the next secured gate on your left and go through the following door. Keep a lookout for the **red Emergency box**.

8. After you have entered the Computer Room, read the Security Manual and also check the computer.

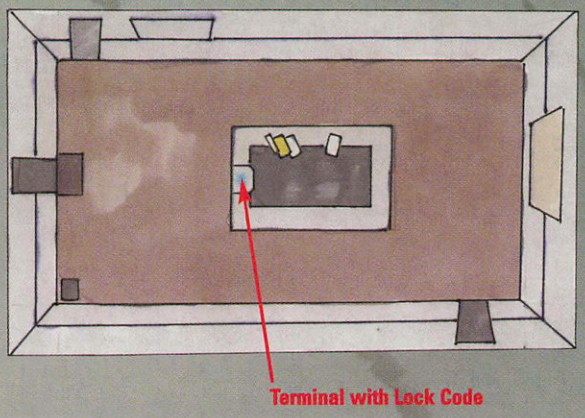


9. Get the **pick-up item** in the back of the room and exit through the nearby door.

10. Pass through another security gate after going through this hallway. There will be an **item** to grab and a **green E-box** with more helpful items.

Accessing the Gas Experiment Room

11. Get to the Research Meeting Room, which was the first door on the left after entering the hall.

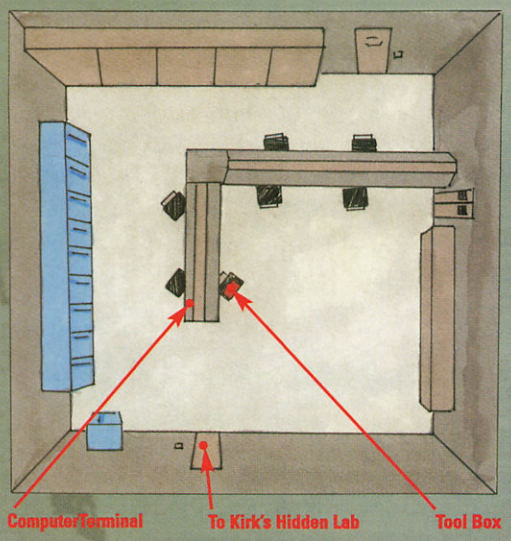


12. Take the **DDK Input Disc "E"** from the conference table and examine the Researcher's Journal. Then take a look at the whiteboard.

13. Before leaving, find the shelf with the **plug** and get the lock code, **7248**, off the computer.

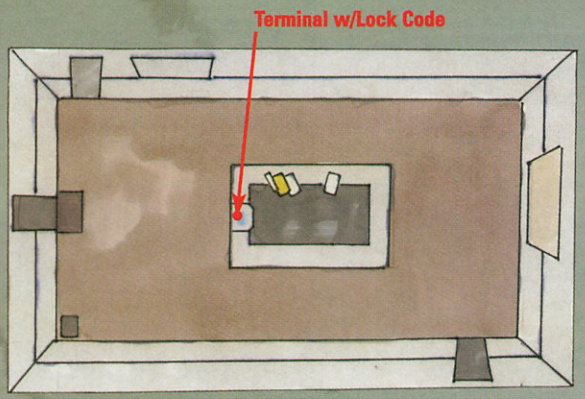
The door to the Gas Experiment Room is locked from an external source, but there is a code to open it displayed on the computer terminal in the room. Take this code and enter it into the computer back in the Computer Room.

14. Make your way back to the Computer Room.

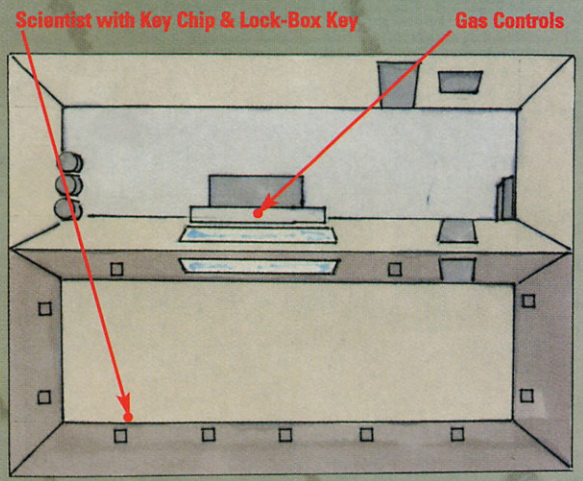


15. Enter **7248** at the computer terminal.

16. Go back to the Research Meeting Room.



17. Open the now unlocked adjoining door.



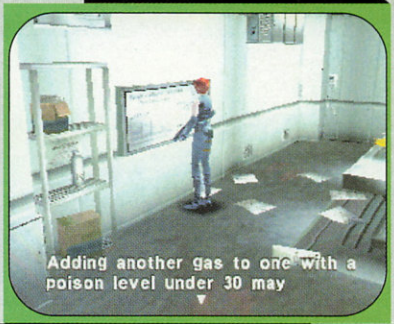
18. Grab the **pick-up item** and observe the scientist through the window.

The plot thickens as you reach the Research Meeting Room. Inside, you'll find clues to the location of a secret laboratory somewhere nearby, where Dr. Kirk must conduct his mysterious Third Energy experiments. This room also contains important information on the whiteboard about combining certain gases:

Red gas neutralizes green gas

Blue gas neutralizes orange gas

Green gas neutralizes purple gas



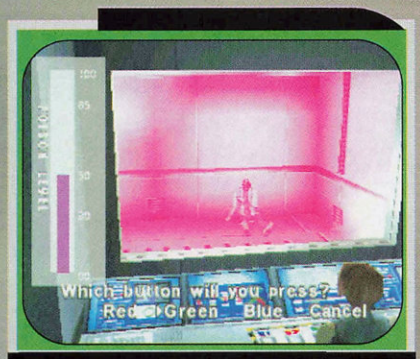
The info about the different gases is crucial to solving the gas puzzle in the next room.

This information, as it turns out, will come in handy in the very next Gas Experiment Room. You will have to mix some chemicals together in order to neutralize the poisonous gas that is killing a trapped researcher! This is certainly looking like the work of a mad scientist. Better start taking extra precautions, since it's only a matter of time before your path in this crazy place crosses with Dr. Kirk's.

This is a very flexible puzzle. It allows you a lot of time to come up with the right gaseous combination.

Neutralize the Toxic Gas

19. At the console, mix the gases in this order to neutralize the poisonous atmosphere: **red, red, green, blue**. As soon as the poison evaporates, go inside the room.



Remember that red gas neutralizes green gas, blue gas neutralizes orange gas, and green gas neutralizes purple gas.

20. Talk to the scientist and retrieve the **B1 Key Chip** with the number **3695** on it.

21. Examine the body to reveal a **Small Size Key** with "Emergency Case" carved into it.

22. Attempt to exit the room.

23. Dodge the attacking Dinosaur by reversing back into the gas chamber to bait him, and then quickly escaping to lock him inside.

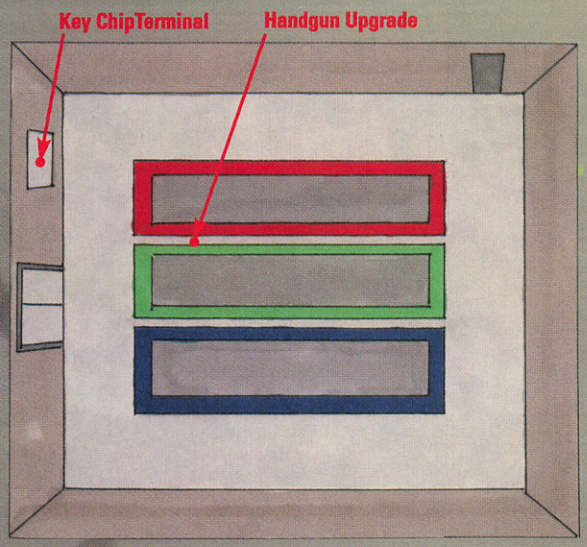
24. Turn on any of the poison gases to full blast to kill the creature.

This is one of the more clever ways you'll dispose of a Dinosaur in the game.

The B1 Key Chip

The lucky researcher is grateful you attempted to save his life and hands you a B1 Key Chip to help you access Kirk's personal lab. This Key Chip has the number 3695 written on it, probably a clue to help you find the keys that will really open the lab. There are two of them floating around here somewhere.

25. Again go to the computer in the Library Room.



26. Bypass the terminal's security by using the B1 Key Chip.

27. Overwrite the Key Chip data and enter the code **3695** into the system. You will need to rewrite the magnetic pattern of the Key Chip.

28. Study the puzzle that comes up. Rearrange the puzzle to mimic the diagram on the magnetic strip of your Key.

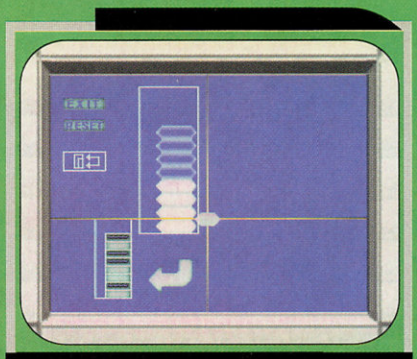
29. When the green light goes on, move toward it, down the blue aisle.

30. Find the archive shelf. Retrieve the **Key Card R** by inserting your B1 Key Chip again.

31. Read up on **Key Card L**, located on the Second Floor in the Chief's Office, as well as the **secret codes** on the Panel Key.

32. Head toward the Chief's Office.

Key Card Puzzle



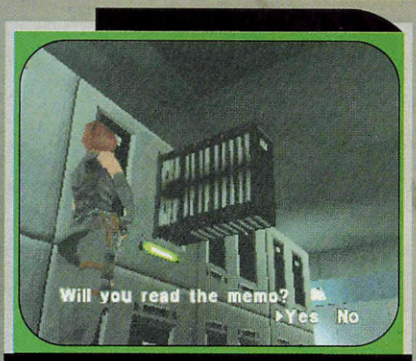
Arrange the different blocks on the screen.

Your task is to arrange the different blocks on the computer screen in the same order as the puzzle that appears when you insert your Key Card. What you're trying to do is rewrite the magnetic strip of the Key. This will give you access to an Archive down the hall, where you can find one of the remaining keys to Kirk's Secret Lab. Try following this order:

1. From the bottom of the strip you are rewriting, go up two bars, and take the fifth and six bars out. Place them on top to become bars one and two.

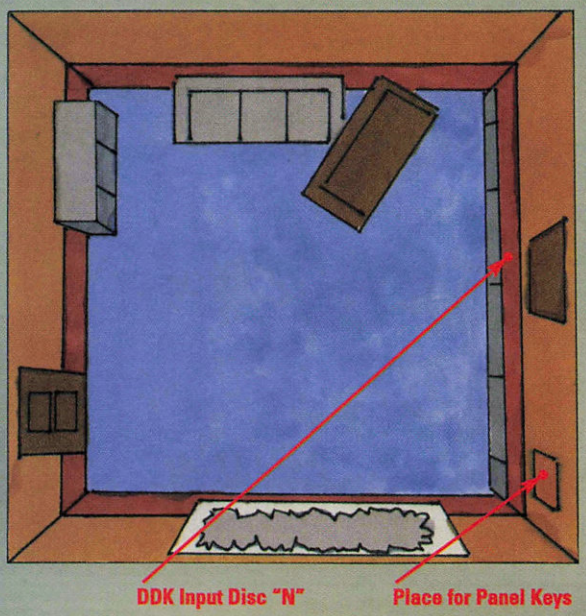
2. Take the new fifth and sixth bars and put them on the very top.

3. Take the seventh and eighth bars and move to the top to solve the puzzle



Once you have the Key Card R in your possession from the archive, you'll learn the last details you need of the second key card, located in the Chief's Office on the Second Floor. You will finally learn how to access the safe there by using the Panel Keys. Apparently the combination was written on the keys themselves this whole time.

33. Enter the Chief's Room.



34. Go past the desk to examine the frame once more.

35. Insert Panel Key I into the left slot and place Panel Key II into the right slot.

36. When asked for the combination to the safe, enter **705037**, which you get when you read the keys upside-down, as the letters will become numbers.

37. Retrieve **Key Card L**.

38. Head back to the Basement.

Panel Key Puzzle

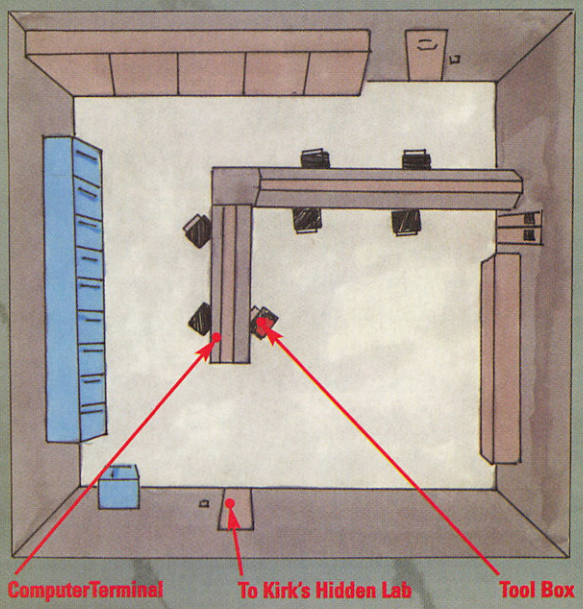
*When you return to the Chief's Office, you'll use Panel Keys I and II at the picture frame safe once more. When you are prompted for the combination, you will have to reference the keys themselves. If you examine the first key (Panel Key I) closely, you'll see the letters SOL printed on it. The second key (Panel Key II) shows the letters L, E, and O. These letters will reveal a combination of numbers if you happen to turn them upside down. Instead of SOL, Panel Key I, when read upside-down as numbers, will be 705. Panel Key II will read 037. Put them together, and you have your combination: **705037**. After you enter this into the computer terminal, retrieve the very important **Card Key L**.*

Panel Key I, which has SOL on it, becomes 705 when you turn it upside down.

Panel Key II, which has LEO on it, becomes 037 when turned upside down.

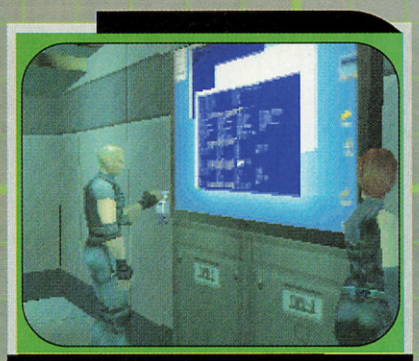
With both panel keys inserted, enter 705037 to get the Card Key L.

39. Go back to the Computer Room on Floor B1 and look for the large monitor on the wall.



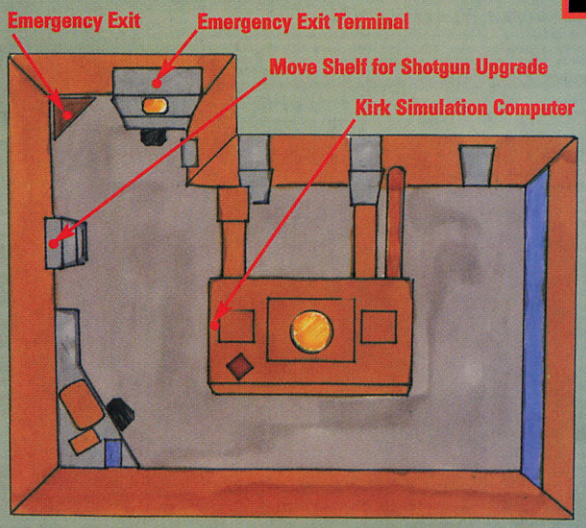
40. Take the Key Card R you just got and insert it in the slot to the right of the display.

41. Gail will have to help you use the Card Key L to insert into the left panel.



It takes two people to use the Key Cards that allow access to Dr. Kirk's Private Lab.

42. Once the secret door is revealed, use the password **ENERGY**, along with the **DDK "E" Discs** to enter the Experiment Simulation Room.



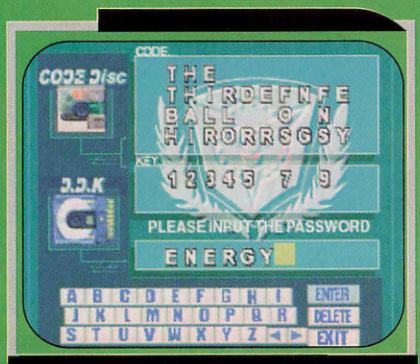
As you enter the Computer Room, you will find more slots for keys. Insert your Card Key R in the right slot, and you will be taken through a cinema where Gail saves the day yet again. He will use the Card Key L and will put it inside the left slot. This will cause a screen to rise up in the room, exposing a secret door—the way in to the Private Laboratory!

ENERGY Puzzle

*The lab door will be locked, and this time you'll need to have your DDK "E" Discs ready. When the word puzzle comes up on-screen, you will see a series of letters listed in four rows and in ten columns across. You will also see a separate row of numbers. The numbers correspond to the columns and are listed as 12345_7_9_. Where a number is missing, you need to block out the letters in the corresponding column. From there, if you look only at the blocked out letters, the word **ENERGY** will be revealed. Enter this as the code word to get into the Secret Lab.*

Example of ENERGY puzzle:

```
T H E
T H I R D E F N F E
B A L L
H I R O R R S G S Y
1 2 3 4 5 _ 7 _ 9 _
```



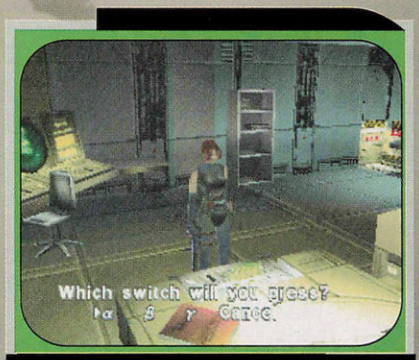
See, these aren't that tough.

Running the Simulation

43. Wait for the simulation to end.

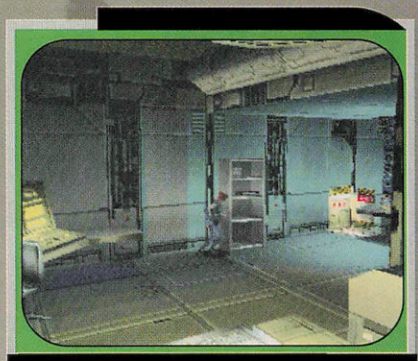
44. Go over to the Doctor's Journal and read it.

45. Re-run the simulation; use sequence b, G, A.



It is important to note how the simulation is run, as you will have to run the real thing at the end of the game.

46. Find the **shotgun stocks** hiding behind the shelf.



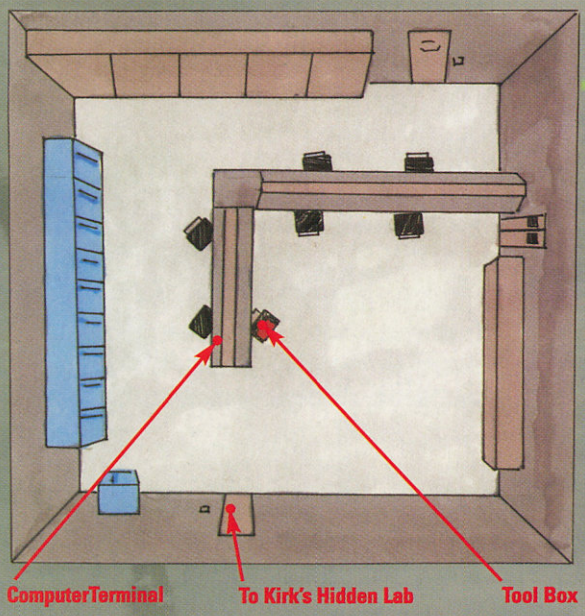
Behind the shelving in the private lab, you'll find a shotgun upgrade.

47. Note the emergency exit in this room and take the **item** in the other corner. Exit.

As you enter the Secret Lab, a strange simulation is already in progress from the main computer here. Note the simulation sequence in case you need to know it later on. You can even give it a trial run by taking the following steps: 1) Set Stabilizer. 2) Set Initializer. 3) Ignite Third Energy.

Don't leave the Lab without reading Dr. Kirk's journal, which includes new information about his current experiments, the role of the Initializer and Stabilizer, and his plans for the future. It also gives some explanation as to how all the Dinosaurs arrived.

48. Go back to the Computer Room.



49. When the alarm sounds, find the **screwdriver** in the toolbox.

Shutting Off the Alarm

50. Turn around and unscrew the panel in front of you.

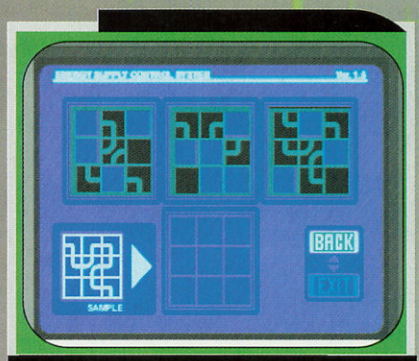
The panel you want to access is right across from the toolbox.

51. Examine the circuit panel, and a new puzzle will come up.

52. Arrange the three tiles so that when you put them together in a specific order, they will look like the example given.

53. Rotate the middle and right tiles once clockwise.

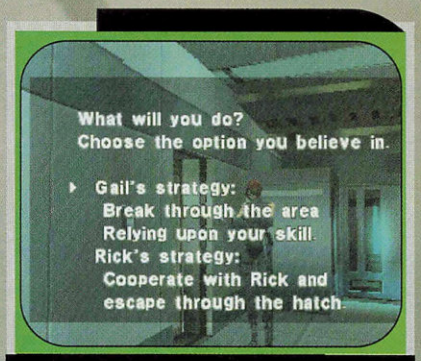
54. Then lay down the tiles next to the sample in this order: **3, 1, 2**. The alarm should stop and you'll again have access to the rest of the Facility.



Arrange the tiles so that they look like this, then place them in this order: 3, 1, 2.

Kirk didn't take too kindly to your breaking into his Lab. He's managed to execute a full lockdown of the entire Facility, trapping you in the room next door. You're going to have to be creative in order to find a way out. Take the screwdriver from the toolbox and open the panel inside the Computer Room. You'll be able to tell by examining the second panel that this one's locks are malfunctioning. When the puzzle appears next to it, you will have to mimic it to get the locks to function properly again. Turn the three squares on the panel to match the sample in the lower left-hand corner of the screen. Don't rotate the far-left tile at all. Rotate the middle tile once clockwise, and the last tile on the right once clockwise. Then lay the tiles down to the right of the sample pattern, on top of each other, so they form the proper pattern. The correct order is 3, 1, 2. This should stop the alarm from sounding.

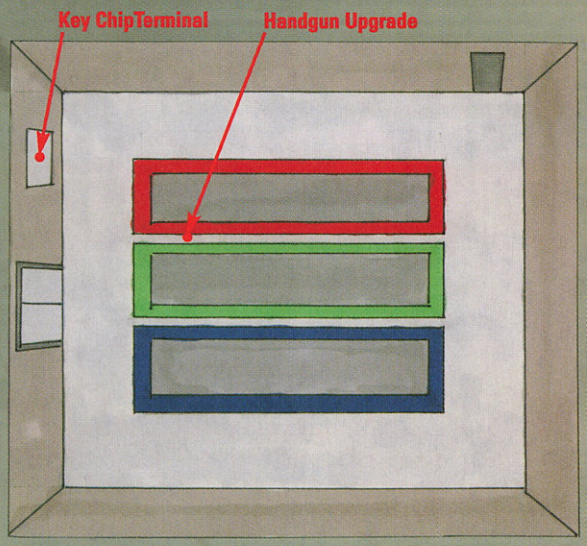
Now there's only ten minutes to get out before the entire section is sealed off. The sounding alarm has apparently attracted more Dinosaurs, because you're informed by your teammates that there are a great many of them headed straight for you. You have only two choices at this point. You can go off with Gail in a barrage of bullet fire to push your way past the Dinosaurs. Or you can maneuver your way back to the Emergency Exit you saw in the Secret Lab while Rick works on getting the access codes to open it. If you want the safe route, following Rick is your choice; you won't come across any Raptors, so you can conserve your health and ammo. If you follow Gail, carnivores will hound you at every turn, but at least you won't have to solve any puzzles (if you manage to survive).



You will have to make another choice once you get the alarm turned off. Who will you follow?

Part IV, Branch A: Following Gail

1a. Leave the Computer Room out the back door with Gail and head down the hall. Expect every room and hall to have at least one or two Raptors inside.



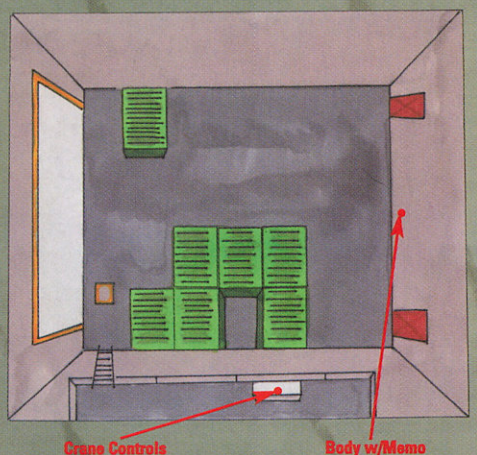
Finding Dr. Kirk

2a. Go through the Library and out to the elevators in the Lab Entry Area.

3a. Go through the now open gate since the elevators aren't working. The way to the Control Room will be locked.

4a. Head left around a corner and through a door. Look out for the Dinosaurs.

5a. Continue through the Carrying In Materials Hallway and out through the double doors.



6a. You should now be in the Carrying Out Room, where you will find Gail, who has caught up to Dr. Kirk.

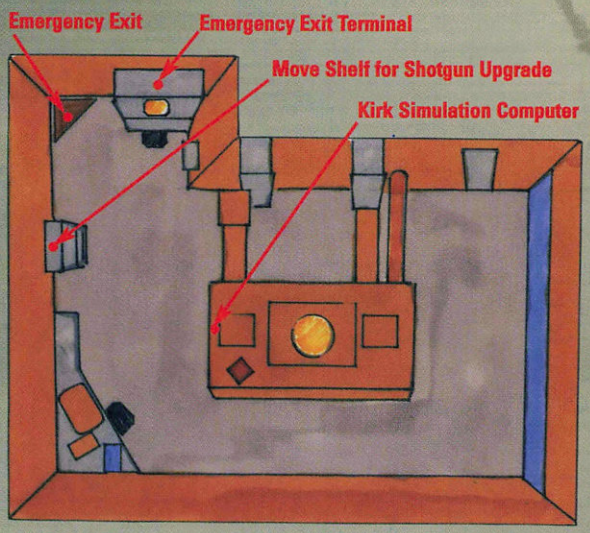
7a. After Gail leaves, carry out your orders to find the Comms Array.

Finally, you will catch up with that elusive Dr. Kirk. Now it's time to get out of here. Your new objective is to call for an extraction.

For as paranoid as Dr. Kirk is, he reluctantly cooperates with your group when Gail meets up with him in this next scene. Not only will he boast about how great his Third Energy experiments are for harnessing the power to ruin the world, he also hands over his Communication Area ID. Good for you and bad for him! Gail will then give you orders to find the Comms Array with your new card while he wraps up some "unfinished business." What unfinished business, you might be wondering? Strange that Gail seems like such a hardcore hero, and yet there's still something suspicious about him.

Part IV, Branch B: Following Rick

1b. Go back to the Personal Lab.



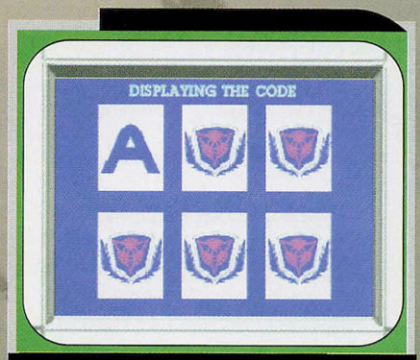
2b. Wait at the console near the Emergency Exit. Operate the terminal.

3b. Wait for Rick to flash three codes to you from another location.

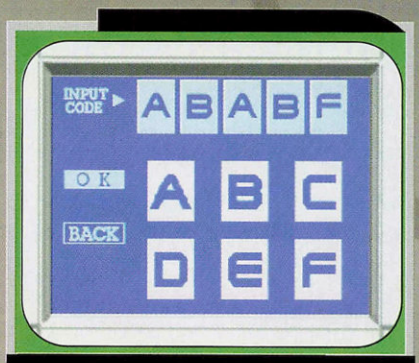
Emergency Exit Codes

4b. Quickly write down the three randomly lettered codes as Rick sends them.

5b. If you enter them correctly into the console, the Emergency Exit will open, but you will have only two tries to get it right.

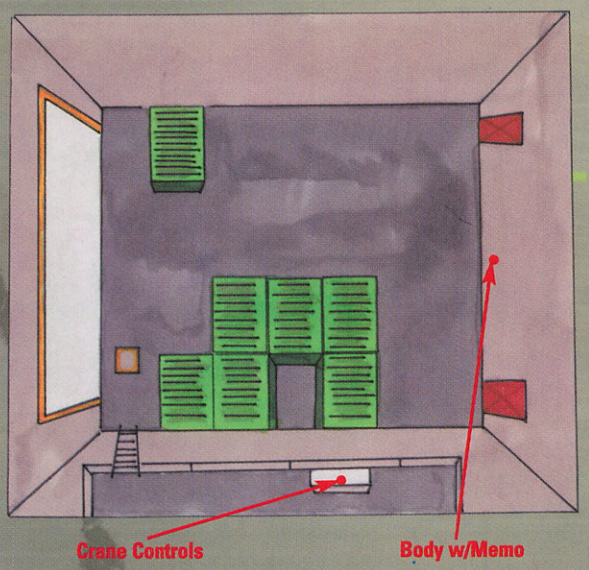


Rick will flash some letters on screen, which you need to write down as they are shown. They are randomly generated, so we can't list the actual codes here.



Once you are given a code, you will be prompted to enter it. You get only two tries so get it right the first time.

6b. Go down through the Emergency Hatch to end up in the Carrying Out Room B1.



7b. After Gail leaves, carry out your orders to find the Comms Array.

In the branch of the game where you follow Rick's suggestion, Regina will find Kirk first.

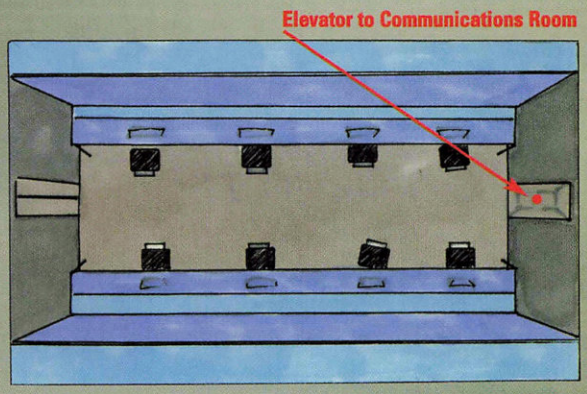
Regina will find Dr. Kirk first, but Gail will quickly enter the scene and take over. They will try to take Dr. Kirk with them, but he will say he's not going anywhere until he analyzes the final stage of his experiments. As you and Gail press for more information, Kirk will reluctantly hand over his COMMUNICATION AREA ID, and Gail will order you to go inspect the Comms Array. Then Gail will say he's dropping off Kirk with Rick, so he can take care of some "unfinished business." But what on earth is he working on that's so important that he can't stay with the team?

Part V: Radio for Help

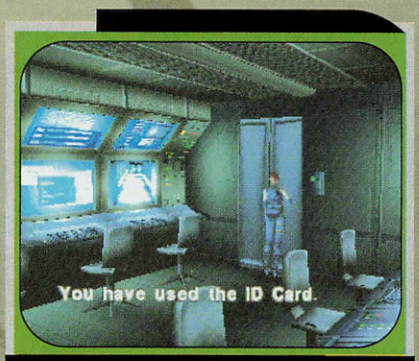
1. Take the stairs or the Backup Generator route to get to the Ground Floor of the Complex. On your way, you can try out your Small Size Key on the locked emergency cases in the Medical Room.

This is sort of a secret. If you examine the guy in the Gas Experiment Room after he talks to you and dies, you will get a small key. This key can then be used on one of the small locked boxes in the Medical Room to receive several items.

2. Go to the Control Room.

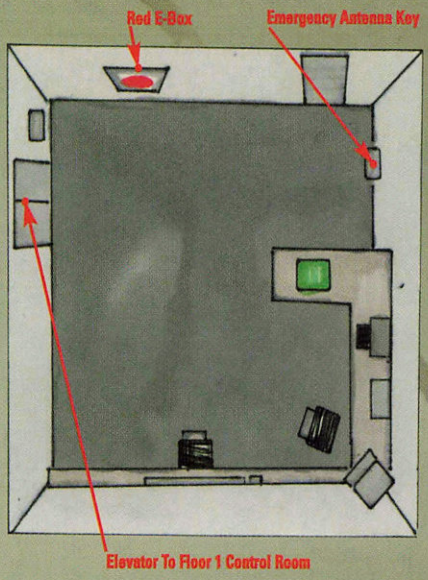


With the Comm ID Dr. Kirk gave away, open the elevator doors.



With the Communication ID, you can now use that locked elevator in the Control Room.

4. Go to Floor 2 and exit.



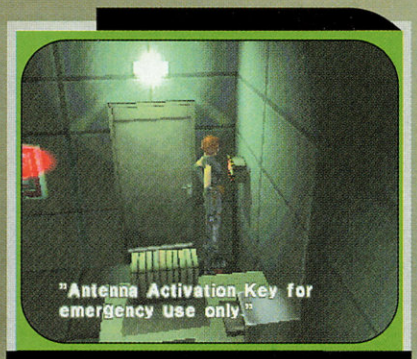
Getting the Emergency Antenna Key

5. Within this Communication Room, take the **item** and note the **red E-Box**.

6. Investigate the other box that's mounted to the wall.

7. Take the **Emergency Antenna Key**.

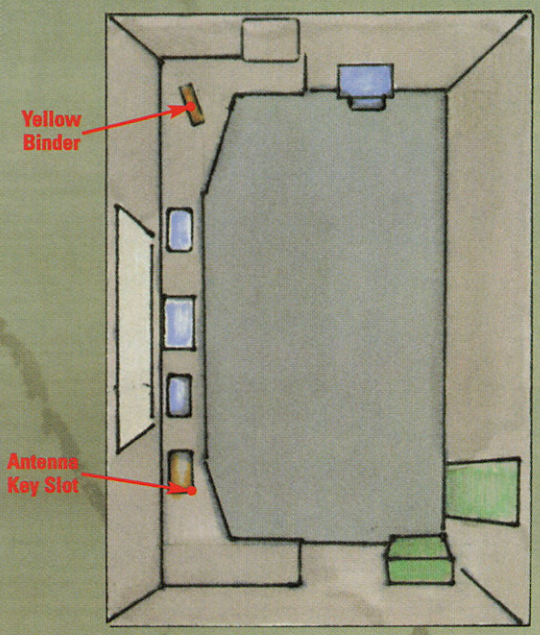
8. Leave the Communications Room.



Check out the box on the wall to get the Emergency Antenna Key in the Communications Room.

9. Make your way along the balcony until you reach the last room.

10. Enter the Communication Antenna Room and activate the Antenna by putting your newly acquired Key in the emergency slot.



11. After the Antenna is raised, exit the room.

Even the Communication Antenna is cool in this game.

Attack of the T-Rex!

12. As Rick warns you about the second lock-down, you will come up against a giant Tyrannosaurus Rex.

13. Since all the doors are now locked, try to outrun the monster by making your way back to the Communications Room.

14. Get out your shotgun to take shots at the carnivore whenever you can.

15. Take occasional shots and keep running away or in circles until Rick gets the Comm Room door open again.

16. Run back inside.

Rick always seems to call at the most inopportune moments.

You'll have to use your most powerful shotgun ammo over and over on the T-Rex to avoid being eaten as you wait for Rick to unlock the Communication Room. The most you'll be able to do is hold off the Dinosaur, rather than killing it. Running back and forth is the best method for avoiding this big Dinosaur.

As you re-enter the Complex, you will inform your pilot to come immediately to the helipad to get your team and Dr. Kirk off the island. Rick signals in to get the status and prepares to meet you there. He tells you to access the Helipad through the Main Entrance.

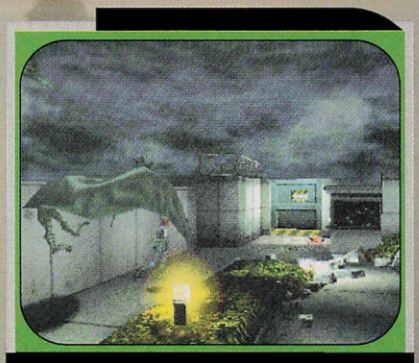
Head for the Helipad

17. After signaling the helicopter, go back to the elevator to try and reach the Helipad.

18. Look at the new location on your **map** after getting the transmission from Rick.

19. Get off the elevator at Floor 1 and go out front through the Main Entrance area.

20. Go around the planter and avoid the two Pteranodons.

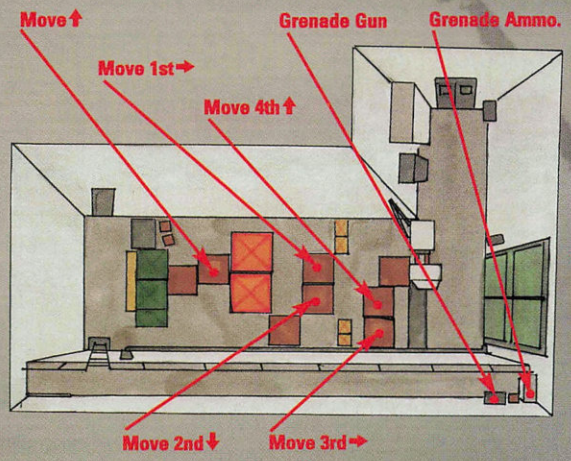


The Pteranodons are back and seem to be as hungry as ever. Avoid them as you run around the front yard of the facility.

21. When you get to the gate by the dead body, exit that way.

22. Use speed as your strategy to get past the next two Raptors that surprise you in the Heliport Passageway.

23. If you make it, take the unlocked door to your right to end up in the Airplane Hangar.

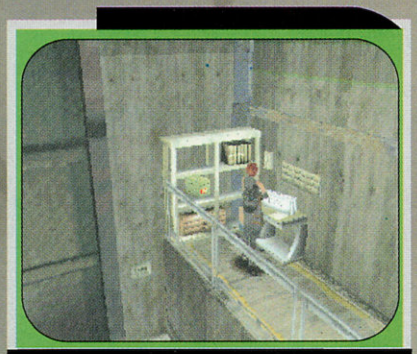


This one of the most thrilling sequences in the game, as Raptors are popping out all over the place. They can be very hard to outrun, especially if you go for the wrong door at the end of the path.

Getting the Grenade Launcher

24. Go up the ladder from here and to the far end of the balcony.

25. Pick up the conveniently located **Grenade Launcher** and **ammo**.

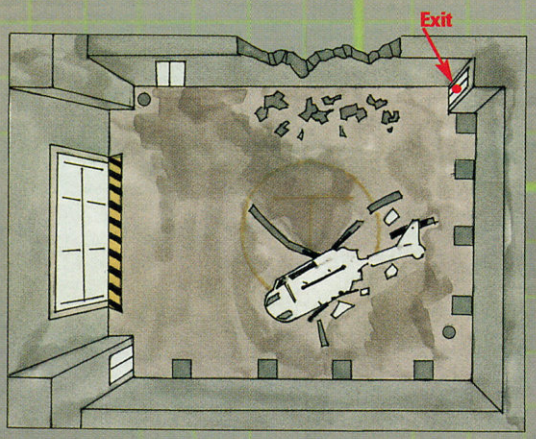


In the Airplane Hanger, go up the ladder to grab the Grenade Gun at the end of the balcony.

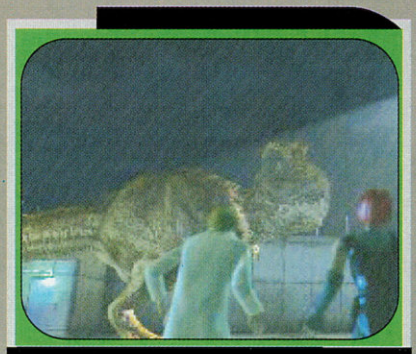
26. Leave the balcony. Observe the arrow leading to the Heliport. Redistribute some boxes in order to cross the room; refer to the screenshot.

27. Once you've cleared the way, grab the **item**.

28. Next, go through the double doors and out to the Heliport.



It is important to move the crates that are blocking your way to the Heliport in the proper order. Otherwise, you might create an even worse maze for yourself to get through. If you need to reset them, just exit then re-enter the room. Refer to the numbered sequence in which to push the crates, and also for which direction to move them.



You, Rick, and Kirk are in for a heap of trouble, but not as much trouble as the poor pilot of your rescue chopper.

Waiting for the Elevator

29. Distract the T-Rex while Rick works on unjamming the elevator.

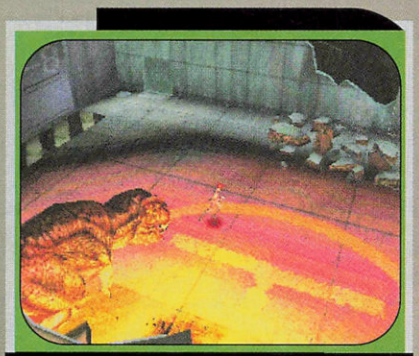
30. Use the crashed helicopter as a barrier between you and the T-Rex to keep from getting eaten.

31. Circle around the wreck at least twice and take a few shots at the T-Rex so that the scene can progress.

32. At close range, shoot with your Grenade Launcher to try to disable the beast.

33. While stalling, look for **pick-up items** in various spots on the ground.

34. Wait for Rick to give you the signal. When he does, get on the elevator.

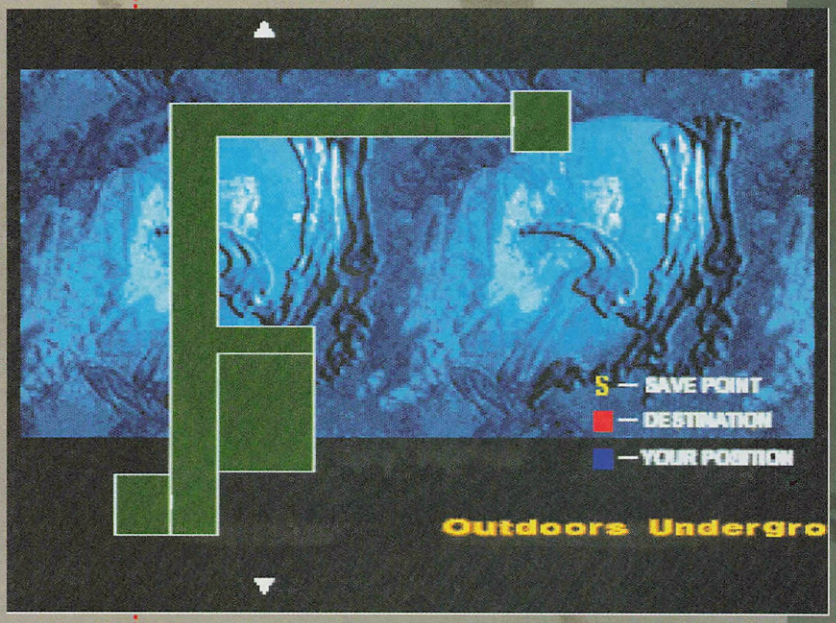


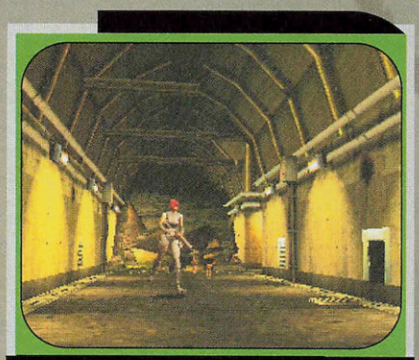
The fight against the T-Rex can be very tough. Keep several resuscitation items on you before you enter this scene to avoid having to go too far back when you die. Rick sure takes his time.

An angry T-Rex makes quite a scene when he goes medieval on the incoming helicopter. Did he destroy your last hope of getting off the island? To make matters worse, Kirk has managed to escape during all the mayhem. Just when things are looking pretty bleak, you'll find that the area has been locked down again, but Rick's on the case and will eventually get an elevator going.

The Materials Room

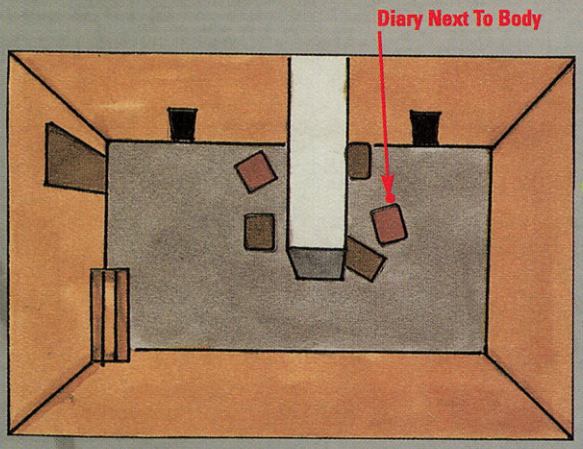
35. When the elevator breaks down, open the bottom escape hatch and take the Underground Passageway back to the Complex.





With the elevator broken, you have to search this Underground Passage for another way.

36. Stay away from the little Compys and run down the hall to the Materials Room on your left.



37. Inside the Materials Room, examine the corpse and take the **C.O. Pass Card**.

In the Materials Storage Room, you'll come across another corpse that holds a solution to your current dilemma: needing an escape route.

38. Take the **item** in this room, as well.

39. Look for the **memo** that describes a possible alternative escape route.

40. Go back out to the Underground Passageway.

41. Go left and enter the Liaison Elevator No. 1 on your right.

42. You will then tell Rick about your idea for an escape route. The power will then go out when you reach floor B3.

After you find out about the port, you will ride up the only accessible elevator with Rick to get to the Large Size Elevator. When that breaks down, you'll get an order from Gail (already on B3) to get the power going. He will keep after Kirk while you and Rick secure the port escape route. Once the power is back up and you're in the B3 Control Room, read the red binder for information about a person who might be harboring another DDK Disc. It turns out you will have to go to the Crane on the Third Level (B3) to find out. In the meantime, Rick will be trying to break through the toughest security protocols yet, so you can finally escape off the island.

While on the Large Elevator, you and Rick will come up with the next plan of action.

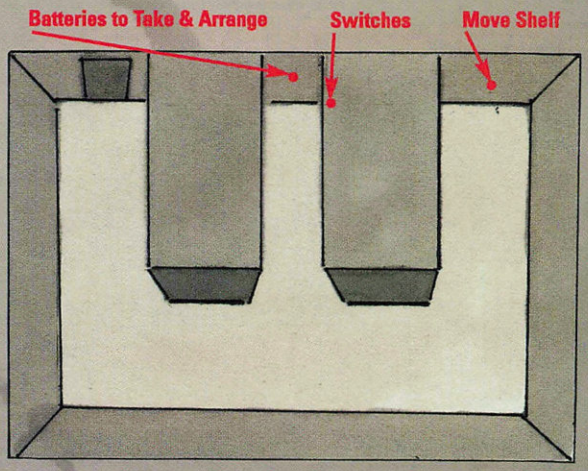
Fixing the Generator

43. Enter the B3 Carrying Out Room, where you'll see lots of barrels of fuel.

44. After discovering the broken battery in one of the generators, head to the nearby left corner.

The reason the generator is not working is because there is a bad battery. You will need to find a replacement.

45. Grab any **items** off the ground and go through the small door next to the Large Elevator door.



46. Find the **white battery** inside the case and remove it.

Luckily, in the B3 Backup Generator Room, you will find a fresh battery that will suit your needs.

47. Move the shelf out of the way around the corner, to reveal another **pick-up item**.

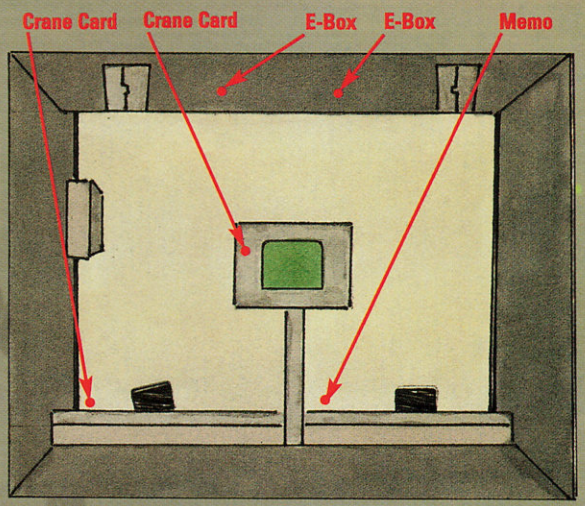
48. Leave the Backup Generator Room and give the new battery to Rick.

49. With the power restored, follow Rick.

50. Grab the remaining **items** littered around this large room.

51. When you see a huge bulge in the door from some kind of massive impact, start looking for a smaller door nearby.

52. You're now in the B3 Control Room, where you can Save your game.



Encountering the Therizinos

53. Find the two **Crane Cards** and search the counters and backs of shelves for new **items**.

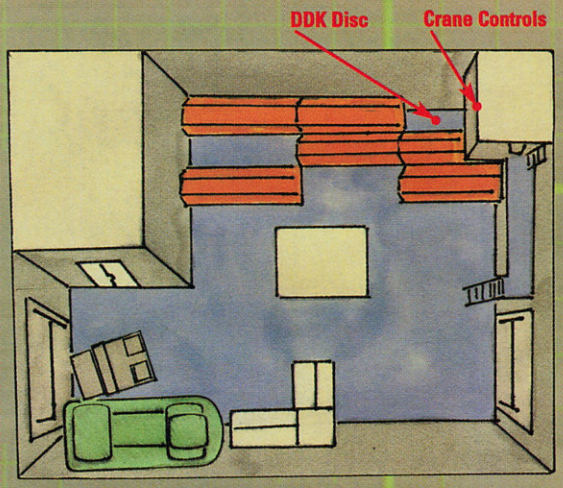
54. Examine the red binder closely for additional clues.

You will need to do some exploring while Rick works on the security system in the B3 Control Room.

55. Use the **Yellow** and **Red E-Boxes** as needed.

56. Leave using the left-hand door.

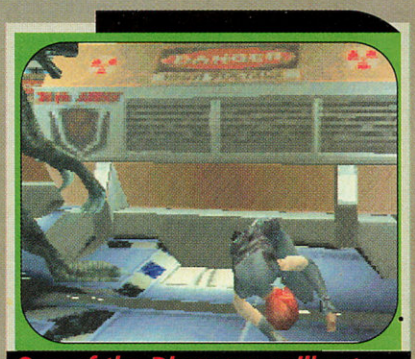
57. Grab any **pick-up items** from this new Central Weapons Area and walk to the opposite side of the room, where you will notice a **DDK Disc** on a body.



58. Prepare to defend yourself from a new breed of Dinosaurs you haven't seen before, as the game takes over when are attacked.

59. As one of the Therizinos cuts loose a suspended container, tap your controller quickly to escape before it falls on you.

These guys may be big and clumsy, but they sure pack a big wallop!



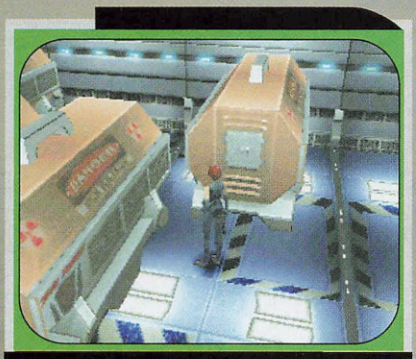
One of the Dinosaurs will cut a chain, causing a container to fall on you if you aren't quick enough.

Thanks to this clumsy new breed of Therizino Dinosaurs, your access to the corpse with the DDK Disc will be blocked. After closer inspection of the B3 Crane, you'll realize you need a third key to get it operational. Once that's accomplished, you can move some containers out of the way. But this can be more difficult than it sounds.

Finding the Third Crane Key

60. The way to the scientist will be blocked, so climb up the ladder and attempt to use the Crane to unblock your path to the corpse you saw with the DDK Disc.

61. You need a third key, so climb back down.



You're going to have to get the crane working and move the containers around to create a way through to the DDK Disc that you're after.

62. Find the largest door in the room and enter the Transport Passageway.

63. Avoid or take down the Therizino that attacks you.

64. Grab the **third Crane Key** and the **Carrying Out Key** from the back of the truck in the Transport Passageway.

Quickly dart into the Transport Passageway for the third Crane Key and another useful key you'll need later, then leave.

65. Observe the secured access for Level A and then exit the same way you came in.

Moving the Crates

66. Now go back to the Crane and turn it on using the three B3 Crane Cards.

67. Move the crates out of the way using a set of sequences in the program window, one of which is listed below:

Step 1:	up 3, hook, left 2, down 1, release
Step 2:	up 3, down 1, right 2, hook, left 2, release

Step 3: up 3, right 2, hook

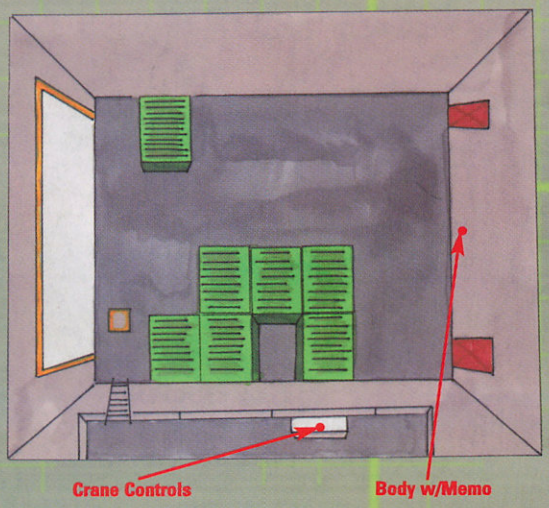
Step 4: release

Step 5: right 2, hook

You can look through the program window at Crane B3 to get a sense of where to move the containers. Direct the crane first, then hook the container, and lastly, direct the crane where to drop the container. A variety of sequences will work for this puzzle.

68. Find the deceased scientist via the now cleared path and finally retrieve the **DDK Input Disc "W"**.

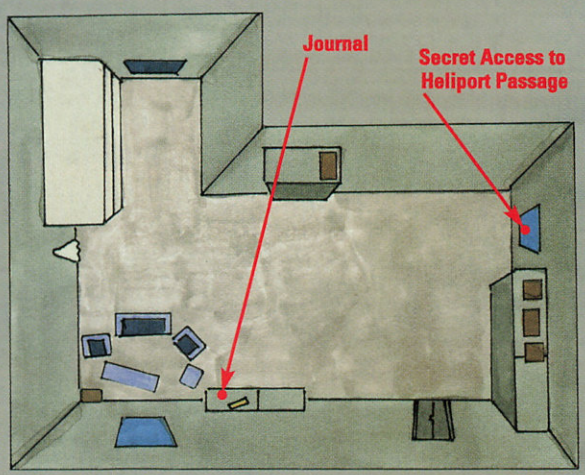
69. Use the Control Room to get back to Carrying Out Room with the generators.



70. Find the locked door in the opposite left-hand corner, and open it with the Carrying Out Area Key you found in the truck.

Reaching the Rest Station

71. Dodge the two Therizinos in the hallway by escaping though this corridor's back door.



72. You are now in the Rest Station. You'll find some **items** to grab here, as well as an inaccessible DDK W Door, another dead body, and a new **map** of the basement's Third Floor.

The Rest Area is sort of a central hub, which you will come back to several times.

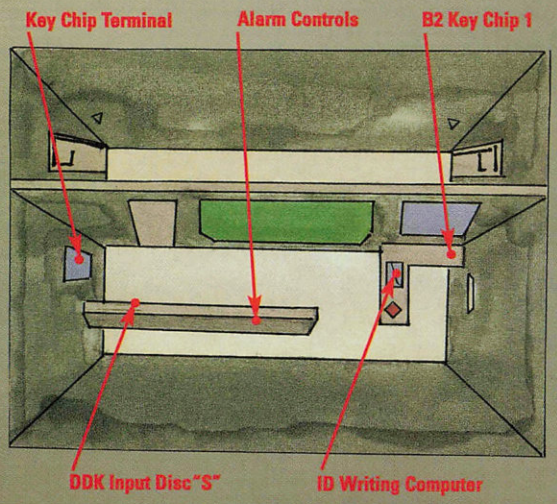
73. Exit out the doors to the left of the map, and you'll be facing a Central Stairway, not to mention some nasty Dinosaurs and a laser-locked security gate.

Use the stairs in the next passage to reach Floor B2 after you dodge or destroy the two Therizinos hanging in the passage.

74. Go upstairs.

75. Take the B2 corridor to the "Experiment Area" and deal with the Raptor.

76. You should be able to access the door at the end to escape.



The Security Pass Room

77. Run to the next glass door to enter the Security Pass Room.

78. Turn off the alarm you set off by examining the computers with red warning screens and pressing the switch you're instructed to activate.

When you run past the scanner in the Security Pass Room, an alarm will sound since you are armed.

To turn off the annoying alarm, go through the glass door and use the flashing red terminals.

79. Pick up the additional **DDK Input Disc "S"**.

80. Read the new and informative security binder located here.

81. Take the **B2 Key Chip 1** near the female corpse.

82. Check out the uses for any other computers in the room.

83. Go back out to the passageway.

You can retrieve the DDK "S" Input Disc, the red file revealing the location of a hidden terminal, and a B2 Key Chip 1 (without any encoding on it). There is also an ID Rewriting Device here for the Basement Levels 2 and 3 only.

84. Find the ventilation shaft and ascend into it.

85. Follow the passage until you can jump down into an Experiment Room Passageway.

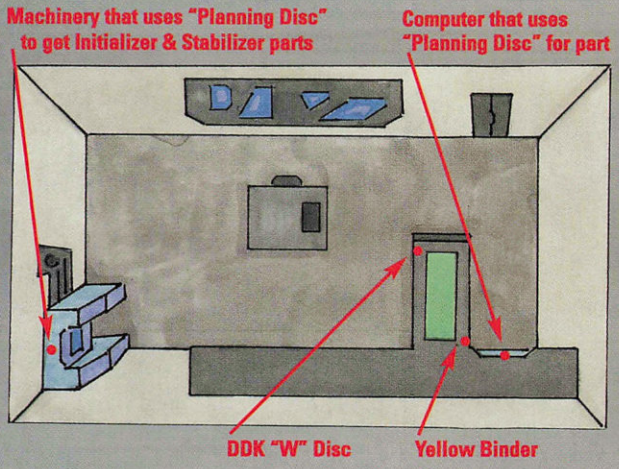
86. You'll find three out of the four doors here barred shut. There should also be an **item**.

87. Try to take the Level C Card on the counter to gain access to the one Level C Door.

When you go for the Level C Card, you will hear a sound. After you think the coast is clear, a Raptor will attack.

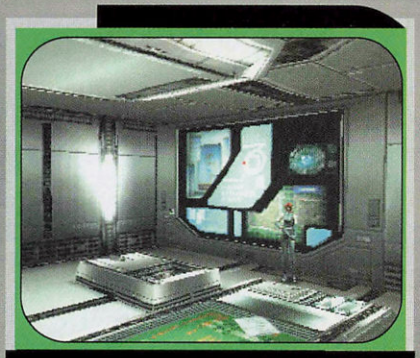
Scoring the Elusive DDK "W" Disc

88. Eliminate the Raptor that attacks from below, then grab the **Level C Card** and enter the Stabilizer Design Room.


Machinery that uses "Planning Disc" to get Initializer & Stabilizer parts
Computer that uses "Planning Disc" for part
DDK "W" Disc
Yellow Binder

89. Take the elusive **DDK "W" Disc** off the counter.

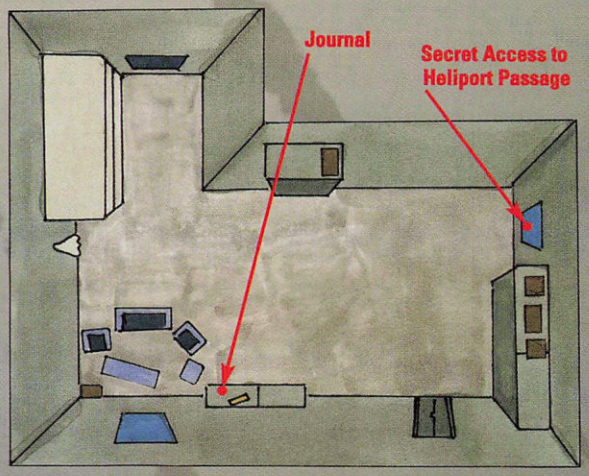
90. Thoroughly study all the notice messages from the yellow binder in this room. Check all the terminals, as well.



There's a lot to look at inside the Stabilizer Design Room, but the most important item right now is the DDK W Disc on the counter.

91. Leave the Stabilizer Design Room.

92. Head around the corner to reach the Researcher Rest Room. Take the **plug** and **pick-up item**.



93. There's another journal here to read up on.

You will run into Gail inside the Researcher's Rest Room, but he will quickly rush out very suspiciously.

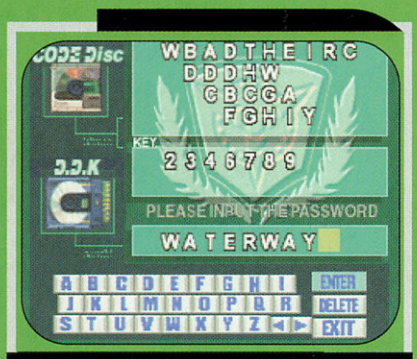
94. Before you leave, examine the terminal on the wall.

It's critical that you read the yellow notices in the Stabilizer Design Room. These will give you pieces to the puzzle of how to combine the Initializer and Stabilizer to activate the Third Energy. Keep this in mind for later. Meanwhile, Gail will proceed to perplex you even more by practically running out of the Research Rest Area when you get there. This snooping around and being secretive is really starting to make him look guilty of something. What could Gail have to gain by sabotaging a mission he's already put himself on the line for? All you can do at this point is wonder.

95. Go back down to B3. Rick will call to let you know you have more security access.

96. Find the Rest Station on this floor and use both the DDK "W" Discs on the door that accesses the port. The password to enter is **WATERWAY**.

DDK Password Puzzle

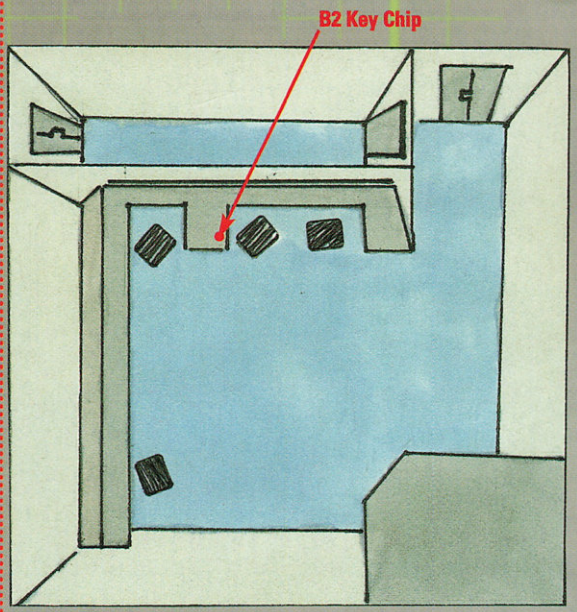


In this puzzle, the numbers (2,3,4,6,7,8,9) represent letters, as opposed to rows.

*Decode the numbers as you did in the earlier "LABORATORY" puzzle. 1=A, 2=B, 3=C, and so on. Next, eliminate all the letters that you deciphered in the top code from the numbered code on the bottom (B, C, D, F, G, H, I). You should end up with the remaining letters spelling out the word **WATERWAY**.*

A Message from Surviving Researchers

97. Pass through the door into the Disembarkation Immigration Office.



98. Take the **item** off the dead body. After you hear the broken transmission, take the **B2 Key Chip** from the counter.

Both you and Rick will have things to work on in the Disembarkation Immunization Room. While he's focused on unlocking the exit door, you will overhear an emergency radio transmission coming from some researchers cornered by a Dinosaur. You also find out that they have a key with them that will help in your escape, so it's clear you will have to rescue them.

Once inside the Disembarkation Immigration Office, grab the B2 Key Chip from the counter. Then, once Rick arrives, you will hear a frantic message from some researchers still alive. To get to the Port, you'll have to get a key that one of them has.

99. Save your game if desired and examine your **map**.

Restoring Power to the Large Elevator

100. Make your way to the elevator marked in red on the map to initiate your researcher rescue mission. Take the Passageway to the Carrying Out Room B3 and the Large Size Elevator.

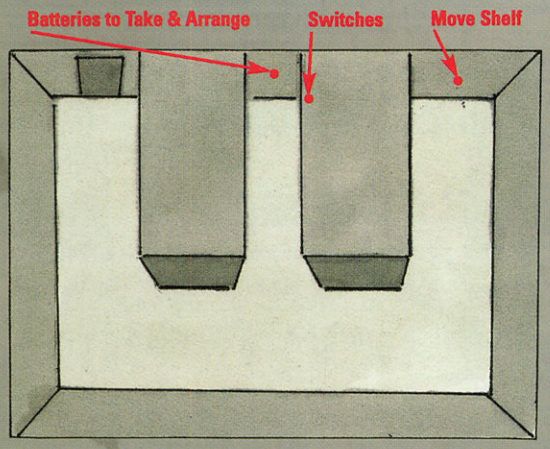
101. The Large Elevator door will open and the T-Rex will come barreling out. After the T-Rex knocks himself out by biting into a generator, inspect the large door to discover that it won't move due to lack of power. Find the case in the main generator housing the white battery that you gave to Rick earlier and remove it.

There isn't anything you can do when the T-rex attacks, you're completely cornered.

That T-rex is pretty resilient considering that it is still breathing after biting a massive generator.

To get the power supplied to the Large Elevator door, grab the white battery you gave Rick earlier from the battery case.

102. Go back to the Backup Generator Room to restore power to the Elevator by placing the white battery in the case and arranging the batteries in the correct order.



103. They should be set in the order of **red**, **blue**, **green**, and **white**.

104. Activate all the batteries with the Level C Card you're carrying by hitting the right-hand switch once the batteries are properly arranged.

105. Power should now be restored to the Elevator

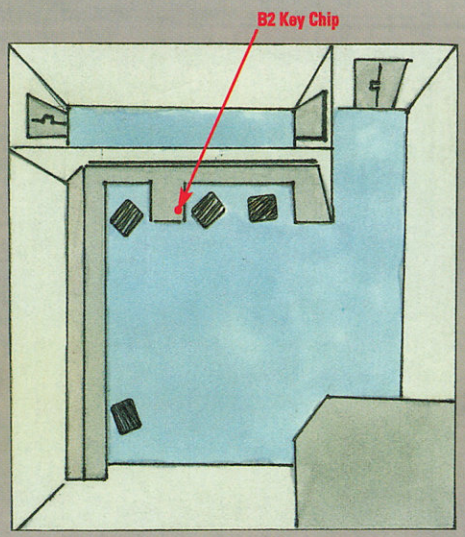
Too Late for the Researchers

106. Head back to the Large Elevator door.

Unfortunately, you don't make it to the researchers' aid in time, but they left some good items behind.

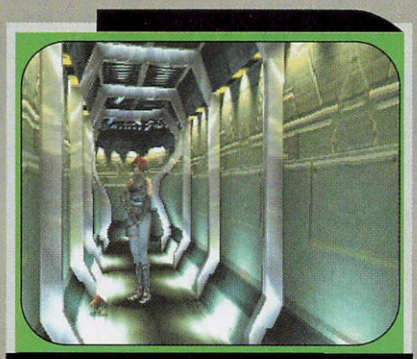
107. Inside the Elevator, take the **item**, the **DDK Input "D" Disc**, and the **Port Card Key** off the three deceased.

108. Now go back to the Immigration Office and give Rick the Port Card Key. Rick will use it to open the exit to the Port.



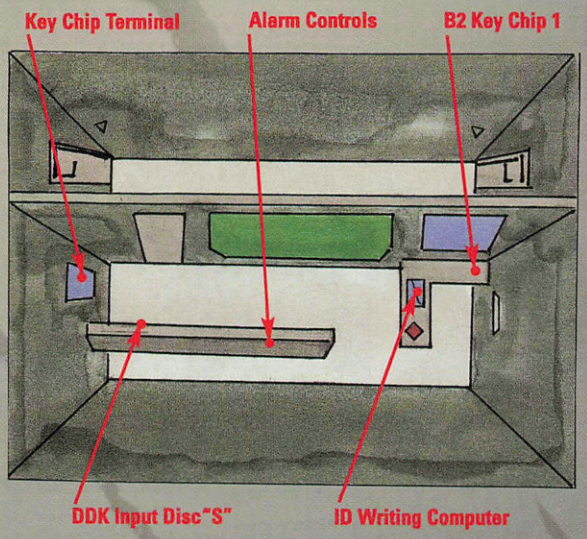
The Vortex

109. After you are halted by the vortex outside the Port Exit, take the **DDK Code Disc "S"** off the floor before going back to Immigration.



There is a vortex, caused by Kirk's Third Energy Experiment, blocking your excape route. You'll have to learn more about Third Energy in order to be able to do anything about removing the vortex. Note the DDK "S" Disc on the floor.

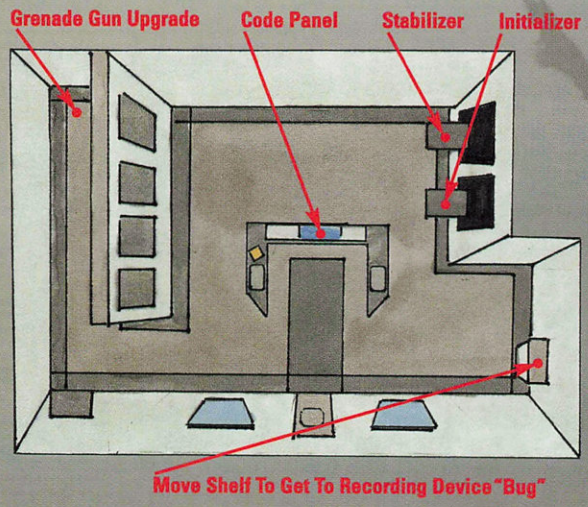
110. Talk to Rick about what to do next, and then go back to the Security Pass Room again, on B2.



111. Do away with the Raptor you meet on your way.

DDK "S" Code

112. Use your DDK "S" Discs to access the locked door at the far end of the Security Pass Room. Enter the keyword **STABILIZER**. You will now be on your way to the Parts Storage Area.



The numbers in the code correspond to the columns you have to block out completely from the upper code, which contains letters. The numbers represent the columns: 2, 5, 6, 7, and 9, going from left to right. After eliminating all the letters from those columns, only "STABILIZER" will remain.

113. Take the green passageway until you see a circle on the ground. After you've been thoroughly scanned, continue on to the Parts Storage Room and out the other side. Note the secured doors along the way.

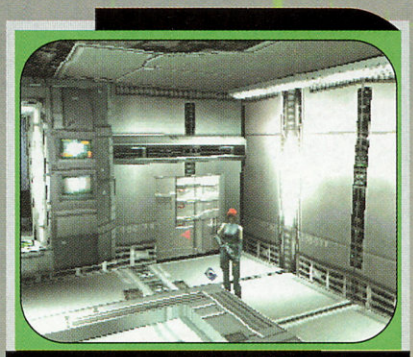
On your way into the Parts Storage Room, you will be sterilized by some kind of device. It is perfectly harmless and looks really cool.

The Stabilizer Experiment Room

114. In this next hallway, fight off two of the Dinosaurs and pass through the Security Gate and the C Level door beyond it to gain entry to the Stabilizer Experiment Room.

115. Kill the next Dinosaur before grabbing the **DDK "D" Disc** and an additional **item**.

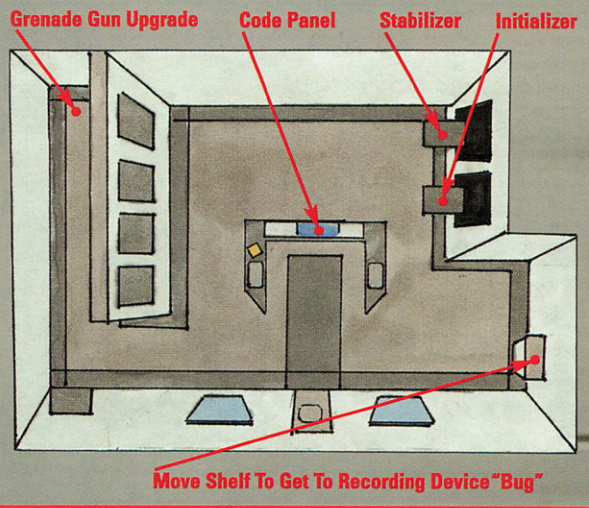
116. Take note of several areas in this room to which you don't have access. Exit.



Be sure to get the DDK D Disc while in the Stabilizer Experiment Room.

Final DDK Disc Puzzle

117. Go back to the Parts Storage Room and find the door that uses the "D" Discs.



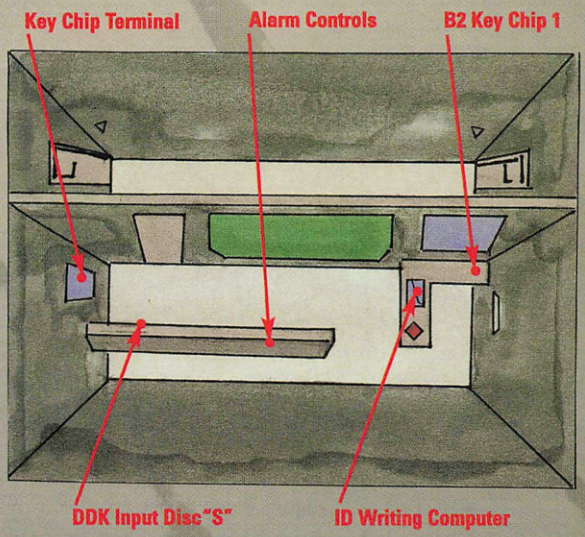
118. The keyword derived from the puzzle is **DOCTORKIRK**. Enter this to get through the door.

The last of the DDK Disc puzzles uses numbers as the code on the input disc for the first time: 1=A, 2=B, etc. Once you figure out what all the letters are in this top code, eliminate the letters "G" and "F" anywhere they appear, as instructed by the Code Disc. This leaves you with the final password: "DOCTORKIRK."

119. Examine the slot in the next hallway.

The way to the Third Energy Area will be blocked by a couple of locked down doors, which require Key Chips to open.

120. Go back out to the Security Pass Room.



121. Once in the Security Pass Room, insert Key Chips 1 and 2 in their respective slots at the Key Chip Terminal.

122. At the number prompt on the screen, enter **0392**.

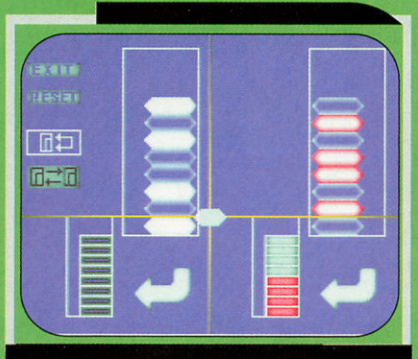
123. Rearrange the coding on the magnetic strips of the Key Chips to match the two examples on screen.

Magnetic Strip Puzzle

When the screen comes up on the computer, there should be two large strips, plus sample strips on the bottom of the screen. The sample on the left appears to be blank. The right one has four red bars on the bottom and another four white bars on top. There are also two icons on the left side of the screen. When you highlight the top one, it enables you to move bars around within a strip. The second one lets you switch colored bars from one strip to the other. Highlight back and forth between the two icons until the top strips match the sample strips on the bottom.

Magnetic Strip Puzzle [continued]

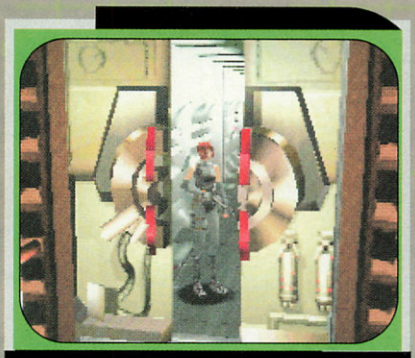
You can rewrite both your Key Chips, 1 and 2, when you've reached the Security Pass Room. Put Key Chip 1 in the left slot and Key Chip 2 in the right slot. Access the center computer, and it will prompt you for a numbered password. You can use the same number that is on the key chip slot: 0392. After that, you will have to manually reorganize the coding on the magnetic strip.



Just like the puzzle back in the B1 Library Room, except you will have to reorganize the magnetic strips of two Key Chips.

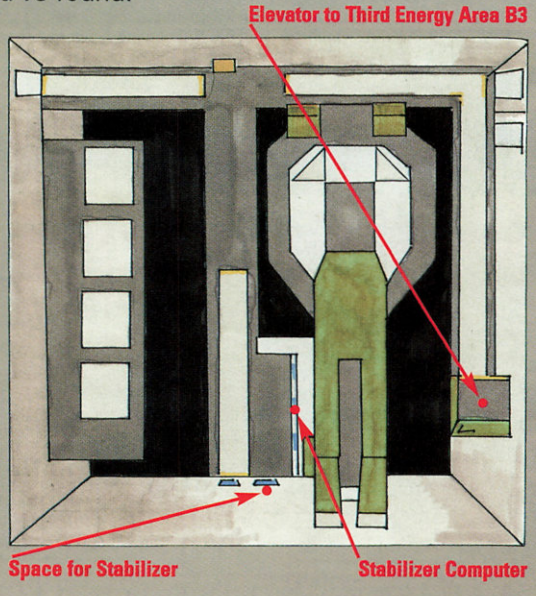
Accessing Third Energy

124. Once you've encoded them, take the Key Chips back through the DDK "D" doors and input Key Chip 2 by door one and Key Chip 1 by door two.

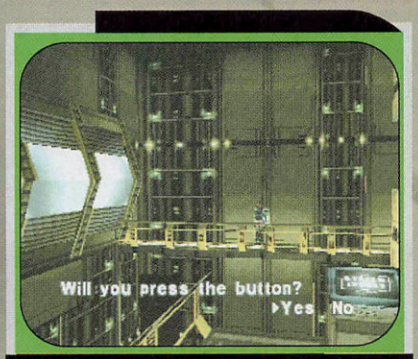


Once you have re-written the Key Chips, you can then use them to unlock the doors in the hallway leading to the Third Energy area.

125. After getting through the security, Rick tells you to activate the main Third Energy Generator you've found.



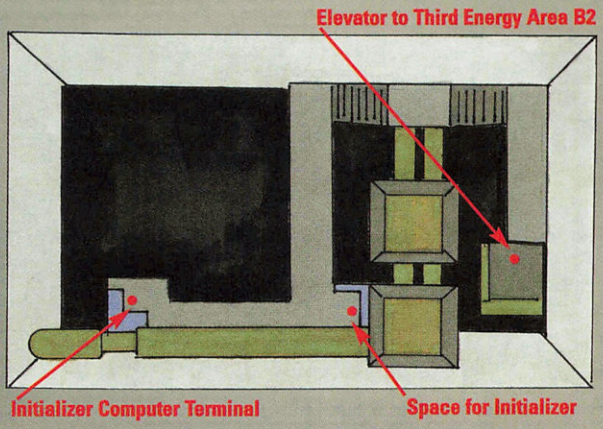
126. Continue to the Third Energy Area. Go halfway down the path and activate the switch on the wall to lower a separate walkway.



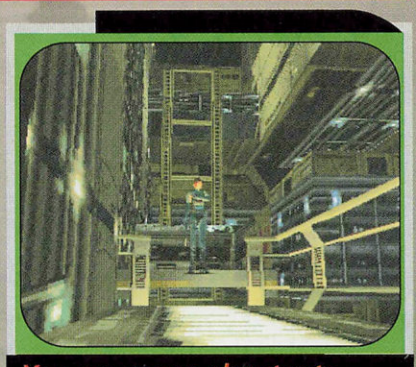
Activate the switch halfway down the walkway to lower a drawbridge.

127. Cross this drawbridge to study the computer terminals at the center of the room and the lighted red switch.

128. Go back to where you entered, and then go east. You'll find an elevator leading down to the same Third Energy Area on Level B3 instead of B2.

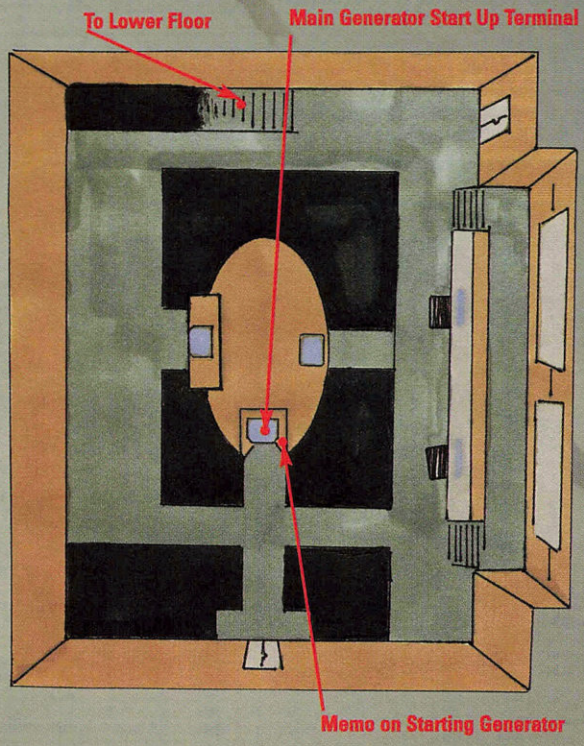


129. Go down to Level B3 via the elevator and examine the same computer setup there. Also, grab the **item** at the end. Return to the upstairs level.

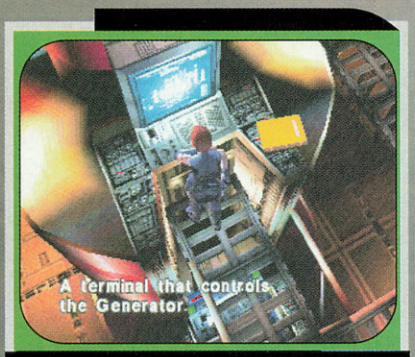


You can use an elevator to explore the computer panels in the lower area of the Third Energy Generator

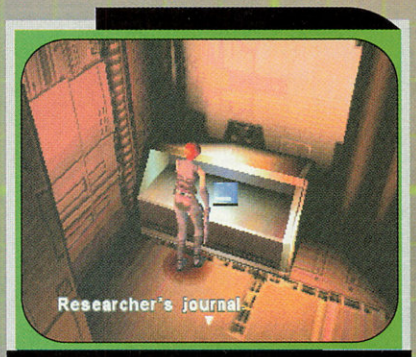
130. Go into the adjoining Third Energy Control Room.



131. Look for the computer terminal with another yellow book on it. Examine the Generator Instruction Manual for instructions on how to operate the Generator. Keep the procedure in mind for later. Try using the computer to start the Main Generator. Step One is getting the power turned on. You'll also have to have Kirk's ID card.



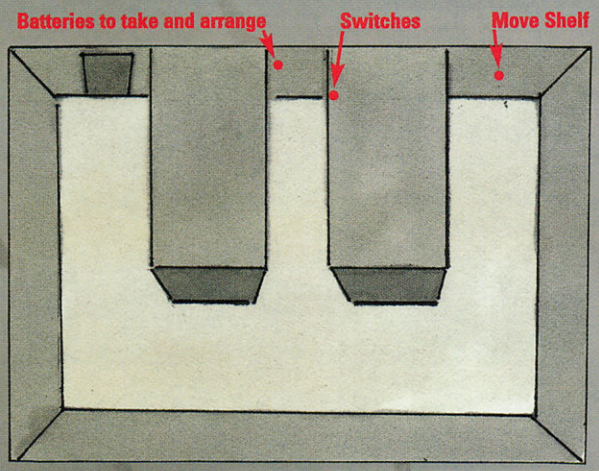
Examine the Instruction Manual and even try to start the generator from here.



The Blue Journal in the Lower control Room turns out to be a diary of several women researchers who have lots of things to mention about Kirk, the military's involvement here, and even your partner Tom.

132. Before you leave, look over by some of the indoor windows up the stairs for an **item**.

133. Go down the nearby stairs.



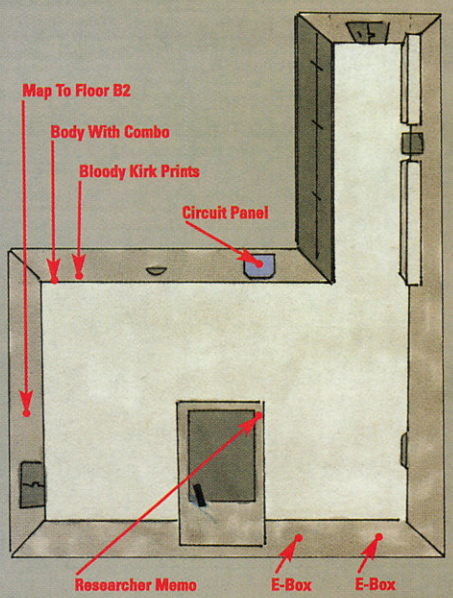
134. Push the shelf away in this room to reveal another **pick-up item**.

135. Also read the Blue Researcher's Book.

136. Keep exploring the room until you find the **Level B Key Card** by the backup computer. Go back upstairs.

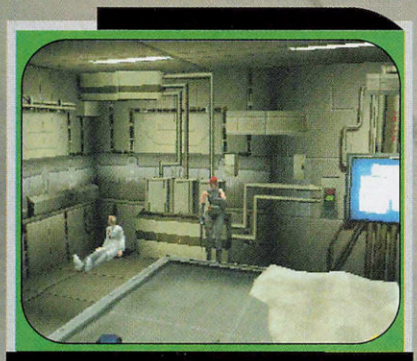
Third Energy Power Distribution Room

137. Take the door on the other side of the Generator Terminal, and you will be in the Third Energy Power Distribution Room.



138. Check out the **map** on the wall.

139. Examine the researcher in this room.

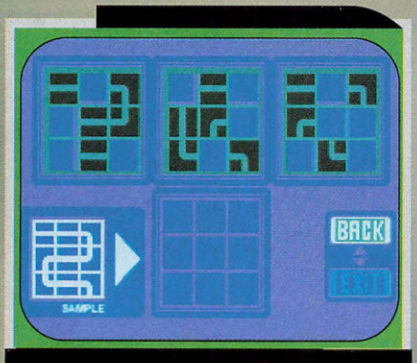


There is a researcher still alive but dying in the Third Energy Power Distribution Room. Other things to notice are a circuit panel for diverting power and a memo.

140. Look to her right against the wall until you see the circuit panel.

141. Access the panel to switch the power supply over to the Third Energy Generator. A new puzzle will show up containing various patterns.

142. Arrange the three patterns to match the example showing on your left. The far left tile and the middle tile should both move once counter-clockwise. The far right tile should stay as it is. When you've finished, switch the order of the patterns to **2,3,1**.



You want to have the three tiles look like this before you place them in the order 2, 3, 1.

143. After the power is diverted to the Generator, study the memo from the researcher on the table.

144. Exit this room and return to the Third Energy Control Room.

Your hard work has paid off and you are now ready to turn the power on to the Third Energy Generator. You also just found out about a wiretap that might reveal Kirk's conniving plans with the military. Now that you've just found out Kirk's registration number (31415), you need to find him in order to get his fingerprints for a fake ID.

Finding Dr. Kirk

145. Approach the Main Generator Terminal.

146. Next, try running the startup sequence for the Third Energy Generator a second time now that you have power supplied. You still won't be able to get things going. You need Dr. Kirk's ID.

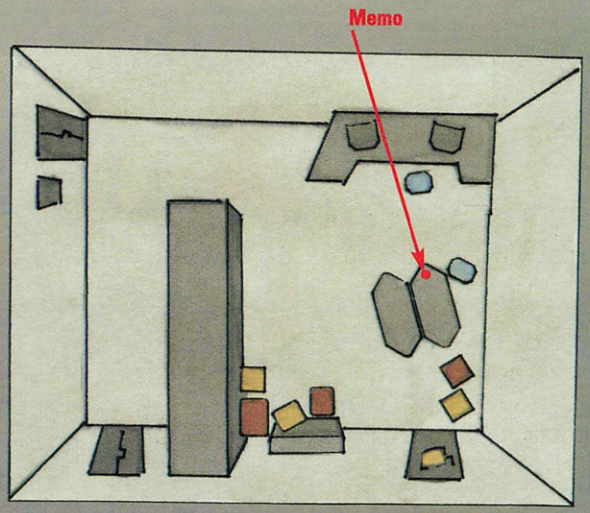
147. After you hear the gunshot, return to the Third Energy Power Distribution Room.

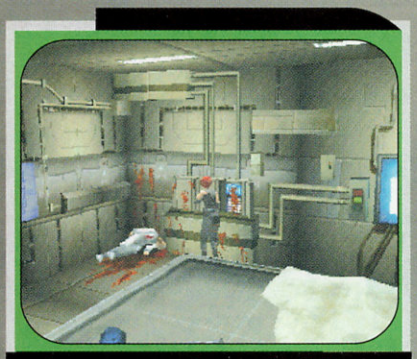
148. Examine the female researcher's body to retrieve a new number combination: **1281**

149. Look at the panel to the right of the body and examine the blood.

150. Head toward the back of the room.

151. Enter the passageway to the Personal Lab and confront Dr. Kirk.





The suspense keeps building as you catch Dr. Kirk in the middle of a bloody act. As if he didn't have enough on his conscience, he now appears to have silenced one of his more vigilant researchers by murdering her. It appears he left some bloody fingerprints on the panel next to her, which you can grab with your Fingerprint Collection Device.

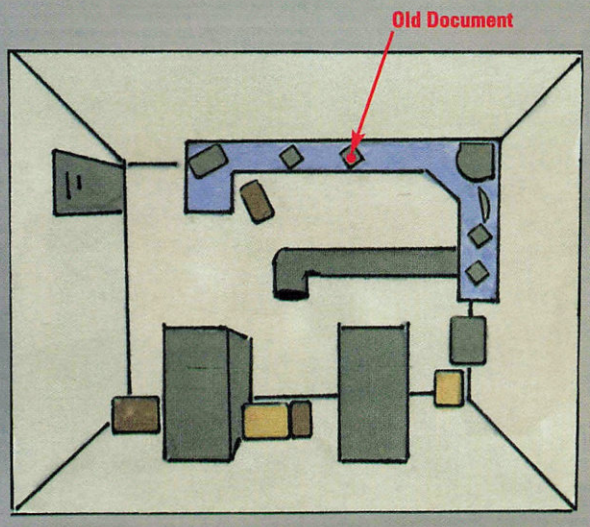
You finally have Kirk Cornered, and you will definitely get and ear full. Actually, many questions will be answered, including what needs to be done to get off the island.

As you have him at gunpoint, Kirk finally reveals the secrets of his experiments. What he has discovered is that Third Energy is so disruptive it creates some sort of rift in time, and can actually replace one pocket in space with another pocket in space from a different time. This would explain how the Dinosaurs got here; they occupied the same space on the island 60 million years ago. The only reason the facility isn't permanently pushed back in time 60 million years is because of one key component he used in his experiment: the Stabilizer. Without the Stabilizer, there is no way to have any control over Third Energy overload. Once again, he hands you a Key Card, this time giving you unrestricted Level A access. You are now faced with another decision: whether to follow Gail's orders and go after the completed Initializer and Stabilizer, or whether to take the data Rick has uncovered to build your own components. Going Gail's way is sure to bring a huge herd of Dinosaurs down on you, but going Rick's way could take a lot longer. Which will you choose?

Part VI, Branch A: Following Gail

NOTE: You should simply try to out-run any Dinosaurs you encounter in this section of the game, unless one or more of them literally backs you into a corner.

1a. First, note the location of the Level A Room on Floor B3, where the Initializer and Stabilizer are housed.



2a. Then go to Dr. Kirk's Private Library Room.

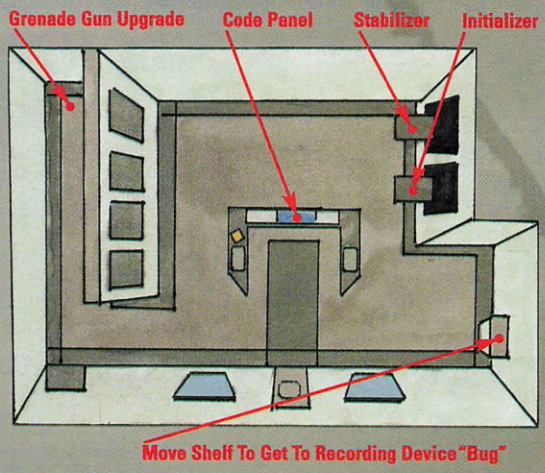
3a. Read the document on the desk.

4a. Use your Fingerprint Collection Device to get Kirk's fingerprints while he's held at gunpoint. (Or, take the bloody fingerprints from the panel back in the Third Energy Power Distribution Room–your choice.)

Gail will have a gun on Dr. Kirk, so he won't be trying to escape again. As a matter of fact, he'll even hold still while you take his fingerprints.

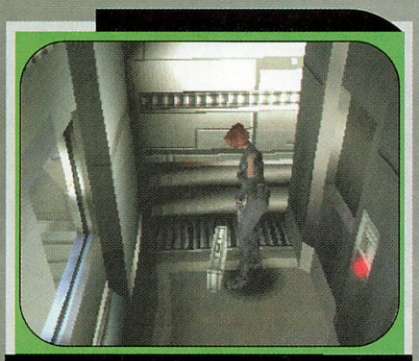
5a. Leave the Library and pass through the next room to enter the B2 Third Energy Area.

6a. Find the Parts Storage Room and go behind the Level A door, where another storage area is.



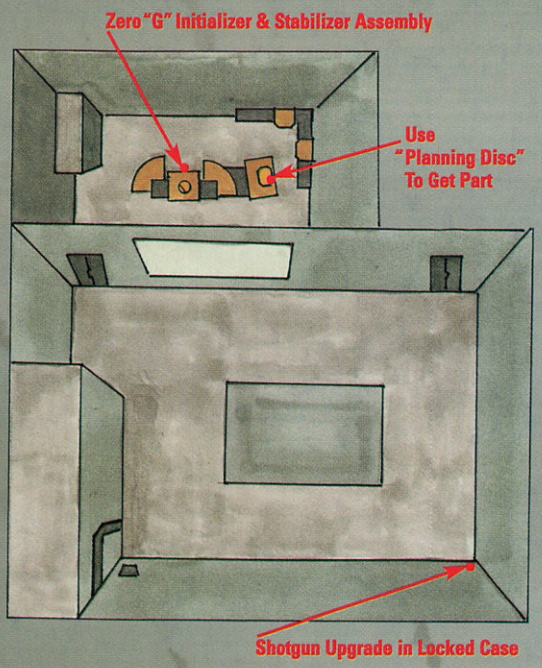
Weapons Upgrades

7a. Check things out around the corner from here and along the window. You should see a **grenade gun upgrade** that will give your grenade gun the ability to fire continuously.



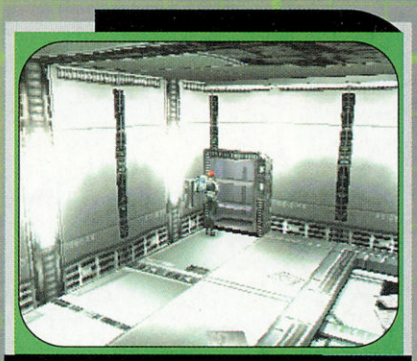
The grenade gun upgrade found in the Parts Storage room is crucial for when you have to face the T-Rex later.

8a. Leave and go to the Stabilizer Experiment Room.



9a. Walk over to the corner that has the secure case. Use the combination **1281**.

10a. You will receive another **shotgun upgrade**.



The last weapon upgrade to find is in the Stabilizer Experiment Room, inside a locked case in the corner. Use the 1281 combo you found on the dead female researcher in the Third Energy Power Distribution Room.

Finding the Initializer and Stabilizer

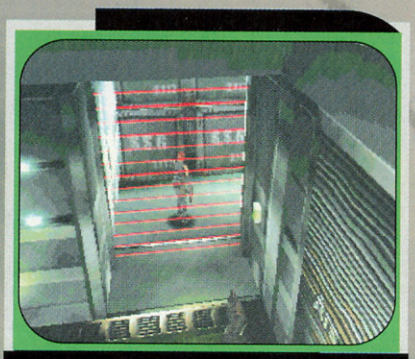
11a. Exit and go to Floor B3.

12a. Go past the room with the Large Elevator where the T-Rex crashed through before.

13a. Keep going past the Arsenal Storage and enter the Transportation Passage.

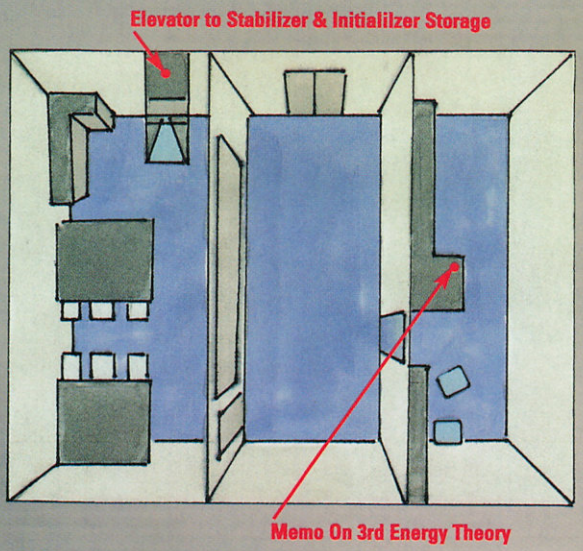
14a. Disconnect the security lasers and then pass through the gate.

15a. Check around the corner and on top of the shelves for some **items**.



Since all the security lasers are disabled, you can get to some places you were previously barred from.

16a. Go back to the Main Transportation Passage and go through the little Level A door.



17a. You are now inside the Special Weapons Storage Room. Find the yellow binder and examine it for more theories on Third Energy.

18a. Go to the small door on the left side of the large window that accesses the Airtight Weapons Room.

19a. Inside the room, take the small elevator to level two of the Storage Area. Look for the case carrying the Initializer and Stabilizer.

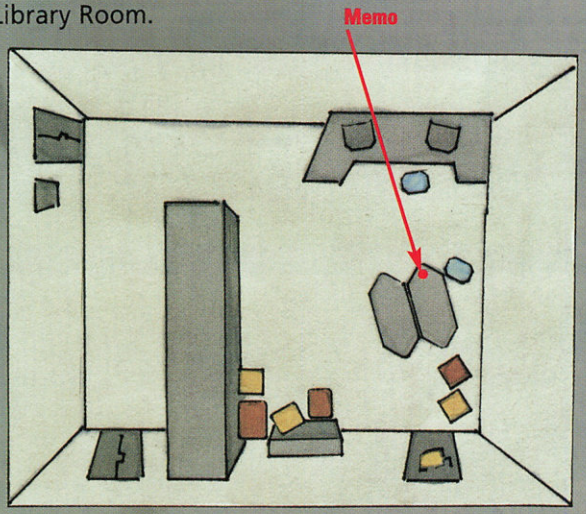
20a. Take the goods and exit.

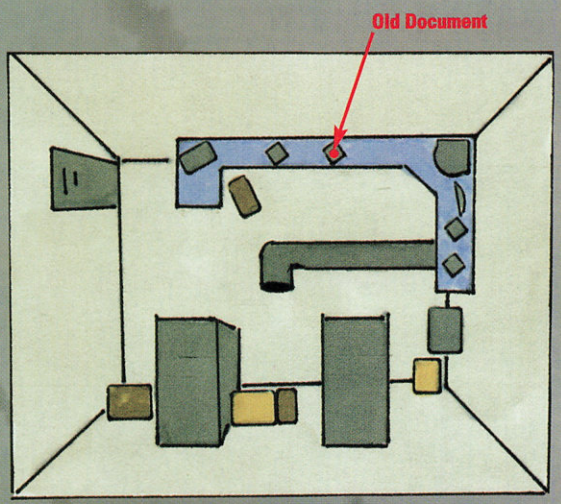
The Special Weapons Storage room is kept at a below freezing temperature in order to house a variety of biological weapons.

The Initializer and Stabilizer are kept upstairs, which is reached via a small elevator.

Part VI, Branch B: Following Rick

1b. Check the yellow memo for key information on operating the Initializer and Stabilizer. Go to Kirk's Library Room.





Reading the yellow memo gives you some key information on creating the Initializer and Stabilizer, like where the parts are stored.

2b. Grab the **item** there.

3b. Read the memo from Kirk on the desk.

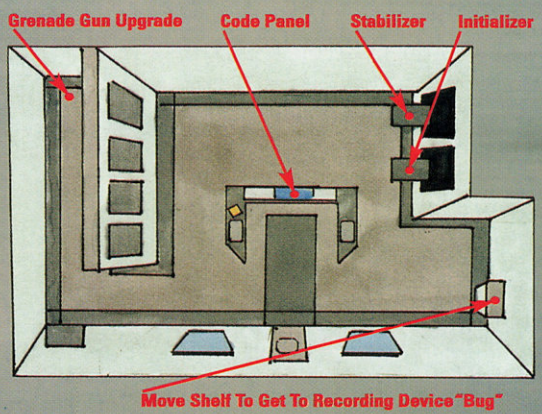
4b. Use your Fingerprint Collection Device to get Kirk's fingerprints while he's held at gun-point. (Or, take the bloody fingerprints from the panel back in the 3rd Energy Power Distribution Room—your choice.)

Not only can you get prints directly from Kirk himself, but you can also get a clean set from the bloody prints next to the dead female researcher in the Third Energy Power Distribution Room.

5b. Access your **map** to see where the Parts Storage Room is and head in that direction.

6b. Watch out for the new Raptor in the hallway.

7b. After reaching the Parts Storage Room, go to the other storage area behind the Level A door.



8b. Check out all the storage containers until you find the two that actually have something in them (they have green lights).

9a.Go around the corner and check along the window for the **grenade gun upgrade**, a cylinder capable of enabling continuous fire.

Finding the Surveillance Bug

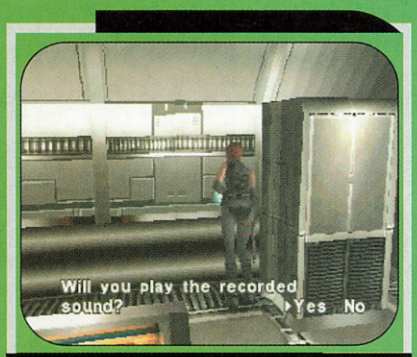
10b. Take out the Planning Disc that Rick gave you back at the Personal Lab and use it on the main terminal controlling the locks of the storage containers.

11b. After the prompt for the six-digit code, try pressing each of the terminal's buttons and note that each one plays a different musical note.

12b. Move away from the terminal and find the machinery that is against the wall.

13b. Push the machinery aside and examine the bug that was planted there. Playback the recording.

Bug Puzzle

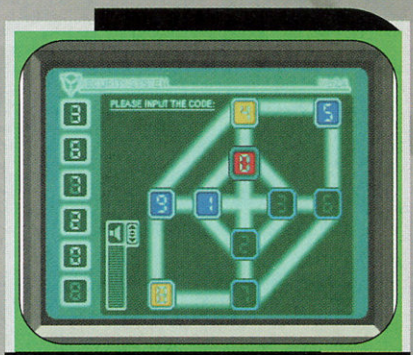


By moving the machinery, you found the bug in the Parts Storage Room that recorded Kirk secretly meeting with a military Colonel.

*Both Kirk and the Colonel allude to the unbelievably destructive aspects of Third Energy and how it can make the Colonel a god. There is, however, a bonus for you at the end of the conversation. The code that is programmed in musical tones for the Parts Storage terminal was also recorded on tape. If you listen closely, you can easily access the important sequence you need: **367204**.*

14b. After you hear the six-note combination, return to the terminal.

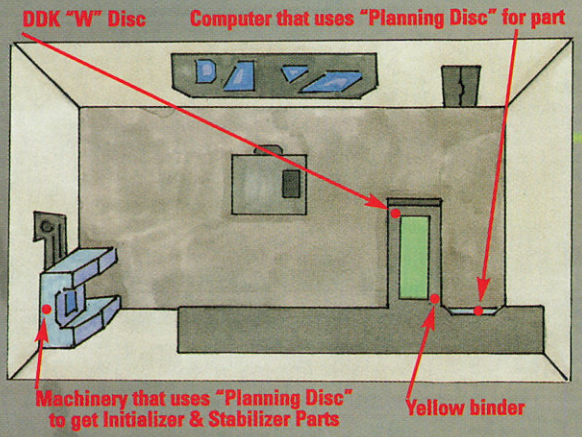
15b. Again use your Planning Disc to get to the prompt.



Once you've derived the musical progression from the hidden bug, approach the console. You can only go from one number to the next using the paths provided. Enter the code 367204.

17b. When the locks are released on the storage containers, take out the **parts** and exit the Parts Storage Room.

18b. Return to the Stabilizer Design Room.


DDK "W" Disc
Computer that uses "Planning Disc" for part
Machinery that uses "Planning Disc" to get Initializer & Stabilizer Parts
Yellow binder

19b. Read the memo on the right of the computer to get information on the four-digit access code you need.

*Take the musical code you retrieved in Parts Storage, 367204, and split it into two three-digit codes. To find the fourth number of the four-digit codes for the terminal, simply add a zero to the front of both codes. In other words, 367 becomes **0367**, and 204 become **0204**. When you are prompted for a code in the Stabilizer Design Room to receive Protect Part 1B, enter **0367**. When you are prompted for the next code at the large piece of machinery, enter **0204**. This will yield the Protect Parts 1A and 2A. Only one more to go...*

Protect Parts Codes

The memo you read in the Stabilizer Design Room gives you the exact combination you need to retrieve the Protective Parts of the Intializer and Stabilizer.

Obtaining the Protect Parts

20b. Go to the computer and insert the Planning Disc.

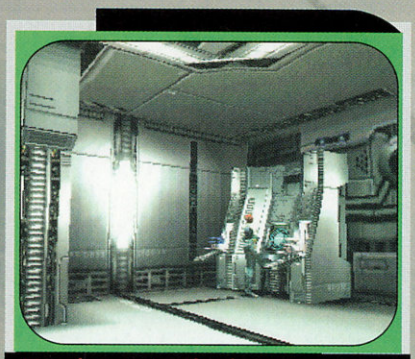
21b. Enter the code **0367**.

First go to this terminal and use the Planning Disc and the code 0367 to get a Protective Part.

22b. Once you receive **Protect Part 1B**, go to the large machine in the corner.

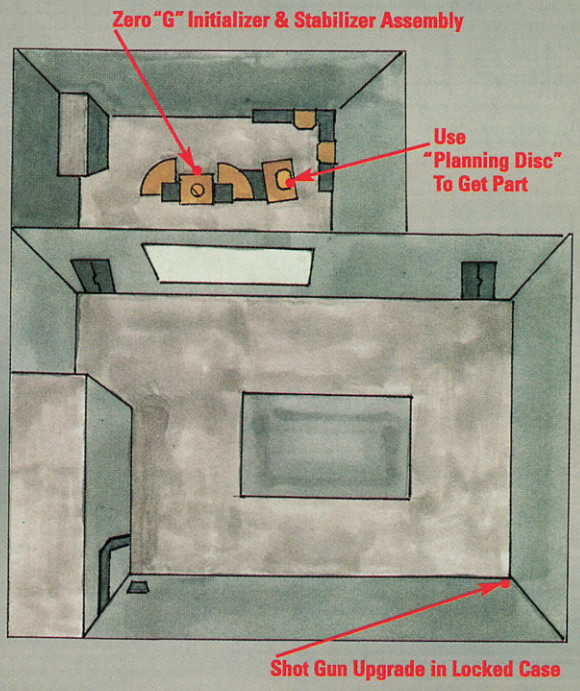
23b. Insert the Planning Disc again and enter the code **0204**.

24b. After you receive the additional Protect **Parts 1A and 2A**, exit the room.

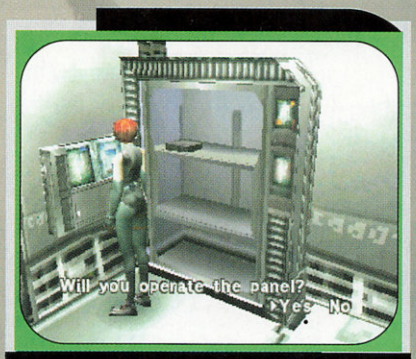


Head over to the large machinery in the corner, and with your Planning Disc, enter 0204 to access the other protective parts.

25b. Find your way to the Stabilizer Experiment Room.



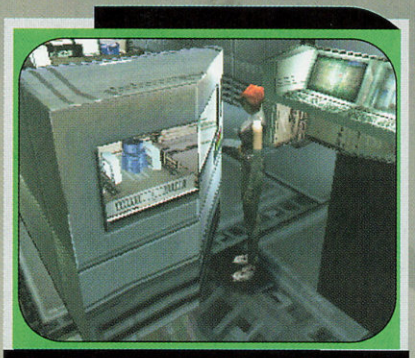
26b. Approach the secure case in the corner and check your Researcher's Memo. Enter **1281**.



Use the combination you found when the female scientist was murdered, and you will get a handy shotgun upgrade.

27b. Pass through the Level A door to get to the Assembly Room.

28b. Reuse your Planning Disc on the case in this room to retrieve the last **Initializer Part 2B**.



Use the Planning Disc a final time on this case to receive the final Part.

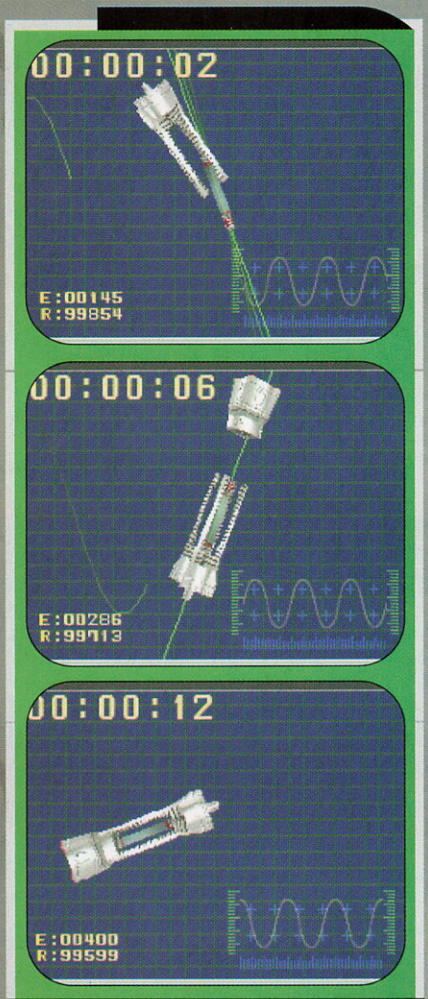
Assembling the Initializer and Stabilizer

29b. Find the computer used for weightless production.

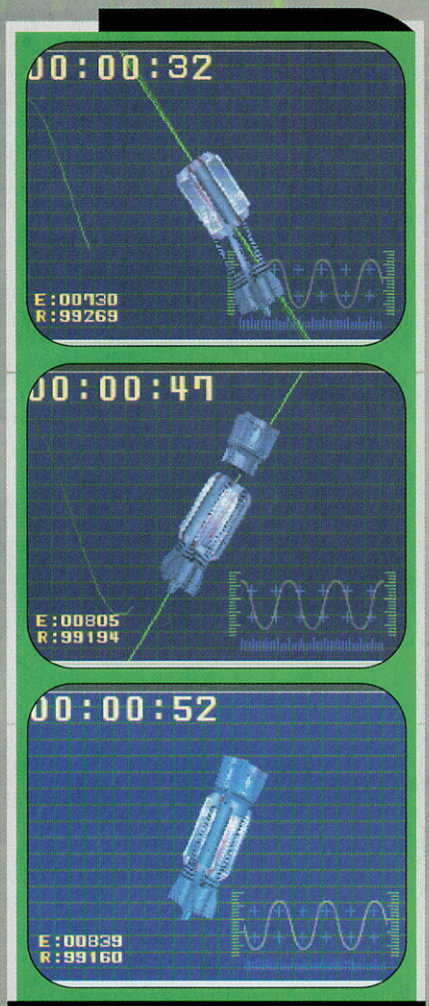
30b. Pick any of the parts you have found to start with, and assemble all four so the core part sits in mid air.

31b. Spin the core part cautiously, to the left and to the right, until it lines up with Protective Parts circling around it.

32b. Once the Initializer and the Stabilizer are correctly assembled, head to the Security Pass Room via the ventilation shaft to make a new ID for Dr. Kirk.



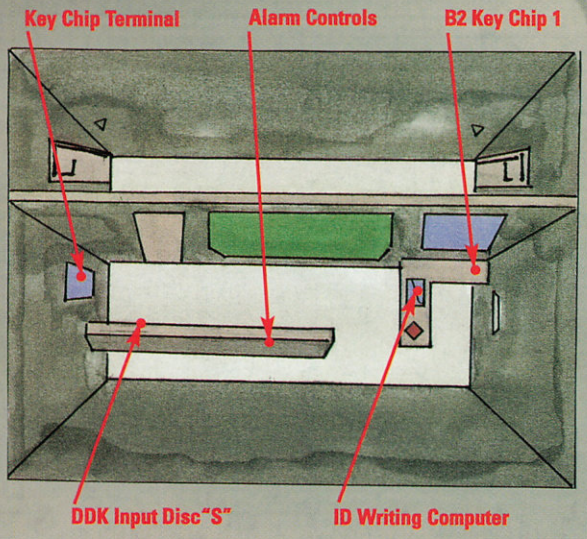
It isn't necessary to be perfectly accurate, but try to line the parts up as closely as possible.



If you screw up, you will simply have to start over.

Part VII: The Final Chapter

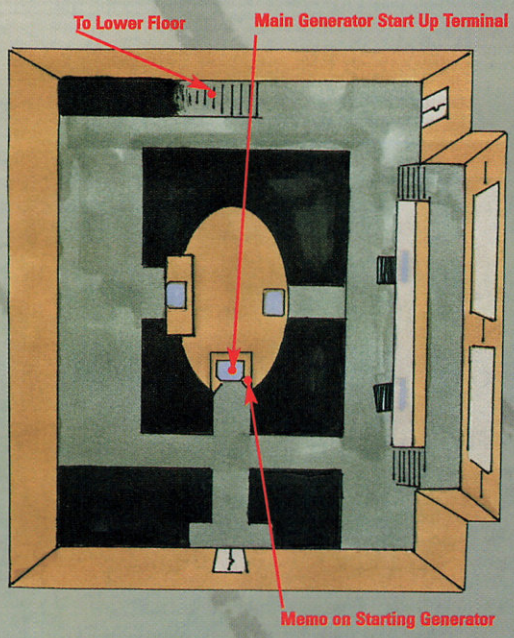
1. Once you're in the Security Pass Room, take the ID you've already acquired to operate the ID Altering Computer behind the desk.

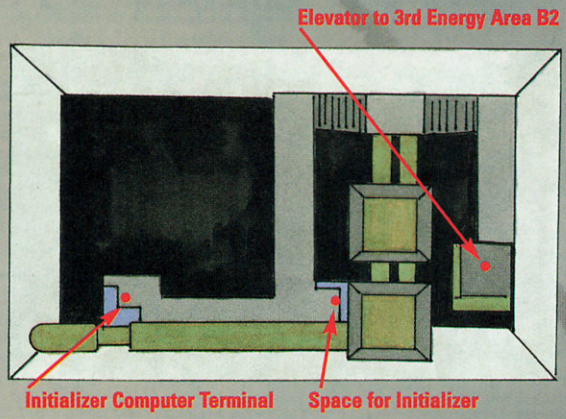


2. When asked for the registration number, enter **31415** to impersonate Dr. Kirk.

3. Retrieve Dr.Kirk's fingerprints from your Fingerprint Collection Device.

4. Take your re-written Card and go back to the Third Energy Control Room.





Enter Dr. Kirk's registration code you found earlier in the Third Energy Power Distribution Room to gain full access to the entire Facility.

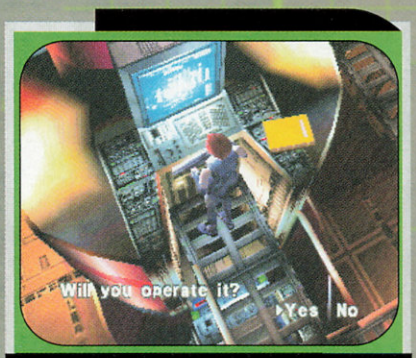
Now you have all the parts you need to activate the Third Energy and eliminate the vortex to get off this island!

5. When you get to the Control Room, you can review the instruction manual over by the main generator terminal. You should also refer back to the specific Third Energy simulation sequence you used in Dr. Kirk's Private Laboratory earlier in the game.

Setting the Initializer and Stabilizer

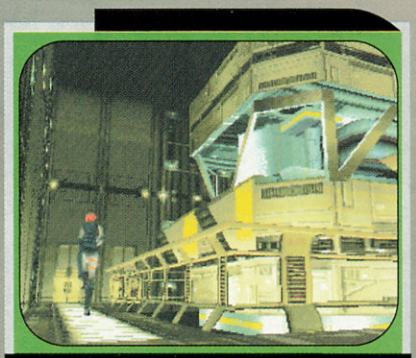
6. Take the following steps:

a.



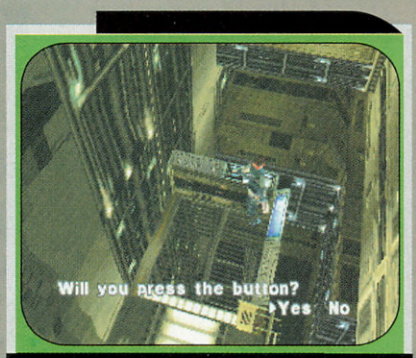
With your fake Dr. Kirk ID, access the main Third Energy Generator terminal in the Third Energy Control Room.

b.



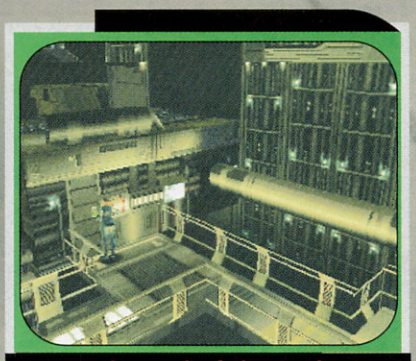
Return to the main Third Energy Area.

c.



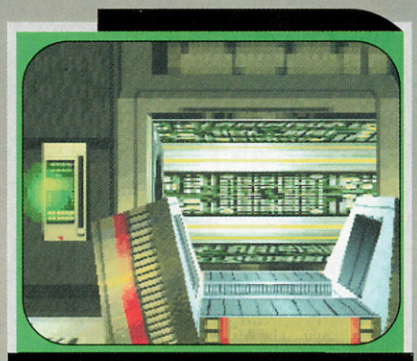
Take the elevator there to the B3 Level of the Third Energy Area.

d.



Go to the end of the path, up and down the stairs, and find the lighted green button.

e.



Push the button and watch the space unfold.

f.

Insert your Initializer here.

g.

Activate the computer to your right to connect the Initializer to the inhale shaft.

h.

Go back upstairs to Level B2 and take the drawbridge you lowered at the end of the path to find another green switch.

i.

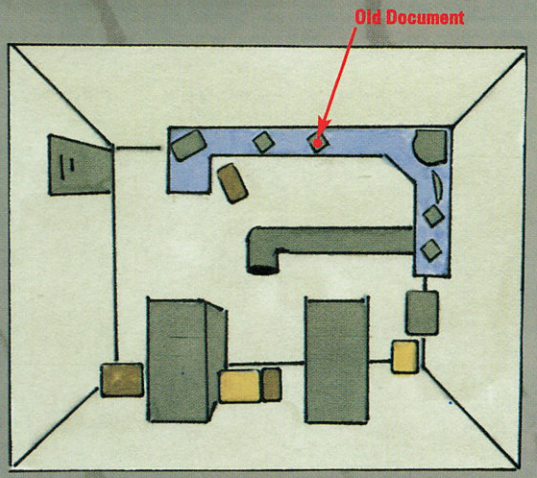
Push the switch and insert your Stabilizer.

j.

Next, access the terminal to your left to activate the Third Energy Generator.

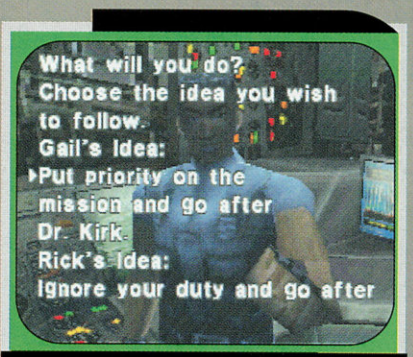
With the Initializer and Stabilizer set, you will return to the Control Room and go to full power.

7. When the game returns control to you, you will be in the Third Energy Control Room at the top of the stairs. Make your way toward Gail, who is injured, in Kirk's Library Room inside the Lab.



Regina turns on full power so that the generator will overload. Pipes start falling; the Facility is breaking apart. A cut scene shows Gail endangering his own life to push Kirk away from some falling pipes. Kirk runs away from Gail in the Private Laboratory, but Gail gets a tracking device onto him. As you run to Gail's aid, he gives you the pulse receiver to track the evil Doctor. When you regroup, the vortex disintegrates and your escape route is established. This is the final decision time, since Gail wants a half-hour to go after Kirk and Rick wants to get the heck out of town. Will you stay behind or take off? Each of these two choices will initiate a different ending to the game.

Gail is very badly hurt in the falling debris and Kirk will get away, but not before Gail can attach a transmitter to Kirk's back.


What will you do?
Choose the idea you wish to follow.
Gail's Idea:
▸Put priority on the mission and go after Dr. Kirk.
Rick's Idea:
Ignore your duty and go after

With the team assembled and the escape route cleared, it's decision time.

Part VIII, Branch A: Following Gail

Regina finally realizes Gail is totally devoted to his mission, and is willing to sacrifice his life to complete it. He assumes Kirk is going after the Stabilizer, the one piece of the Third Energy Generator that is the key to the whole thing. Rick offers to secure the escape route. You will be directed to go to one of two places on your map. If you found your Initializer and Stabilizer parts the first time out, you'll be going to the Stabilizer Experiment room. If you assembled your own parts, you'll be heading off to the Special Weapons Storage Room.

"Mission Accomplished" Ending

1a. Check your **map** to determine where you eventually want to end up, either the Special Weapons Storage or the Stabilizer Experiment Room.

2a. Leave the Disembarkation Immigration Room and run to the Central Stairway Passage. You should also note that the Level A elevator can now also take you to every floor in the building.

3a. Go through the Level A door to the Port Transport Passageway at the end.

4a. Find the **pick-up item(s)** and take the Cargo Transport to the other end of the passage.

You'll be making a few hurried trips back and forth on the Cargo Transport toward the end of the game.

5a. Enter the doorway to the Heliport Transport Passageway.

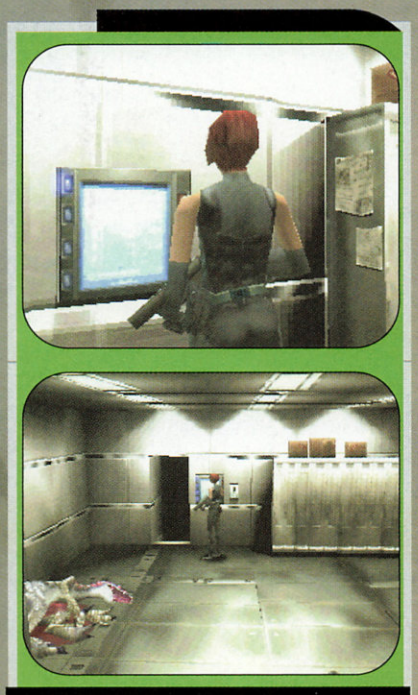
6a. Again, take the Cargo Transport to the far end of the passage.

7a. Go through the small door leading to the Underground Heliport.

8a. After you see the helicopter, find the **item** here and acquire it.

The Helipad houses an operable helicopter, an excellent new escape route.

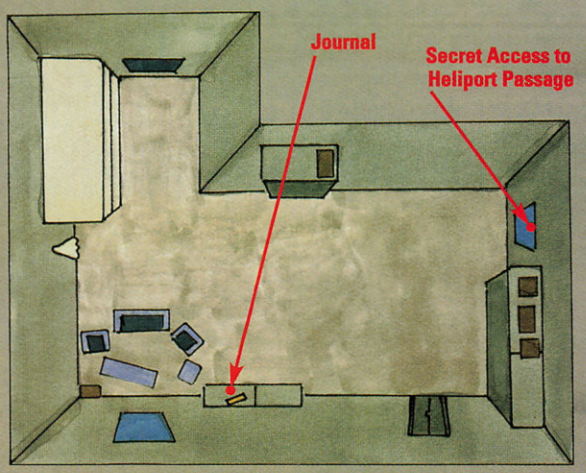
9a. Leave to find Dr. Kirk and Gail on B2 or B3, in whichever room your map indicates: Special Weapons Storage or Stabilizer Experiment Room.



One of the fun little secrets, and not to mention very useful perks at the end of the game, is the Secret Door accessible from the Researcher Rest Room.

Now that you have a Level A Pass Card, you can access a Secret Door during the final branching point of the game. Use it to go after Dr. Kirk in the Stabilizer Experiment Room. Once back in the Researcher Rest Room, you are just a short hop away from the Heliport Transport Passageway, your ultimate destination in two out of the three endings. There's only one catch; you have to be ready with pen and paper to write down the three codes that will flash at you before you can get inside. And it would also be wise to take this Secret Passage only after you have activated the Third Energy Generator, so as not to waste time later on.

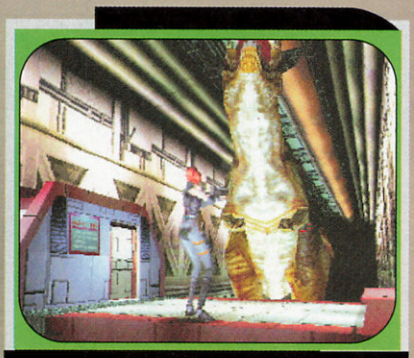
You find Gail as he's getting a mysterious disk from Kirk. You take them to the helicopter and put them aboard. You tell Rick about the helicopter you found, which is a good thing, considering that the T-Rex just destroyed the hovercraft.



10a. After Gail and Kirk are aboard the chopper, head back down the Heliport Transport Passageway to look for Rick. Grab the **item**.

Rick will get the Cargo Transport going just in time. The only thing left to do is finish off the Dinosaur to secure your escape.

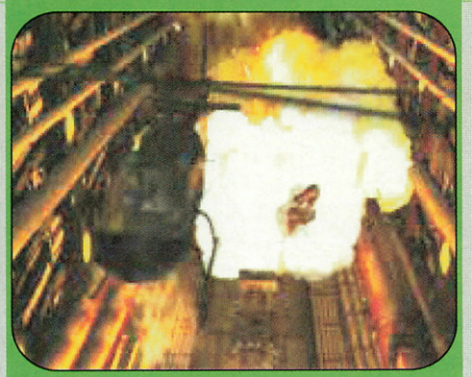
11a. After Rick gets the lift going, fire your grenade launcher at the huge Tyrannosaurus until you can't shoot anymore.



Just stand there and plug away at the T-Rex until the game takes over, then sit back and relax for the ending cinema.

EPILOGUE

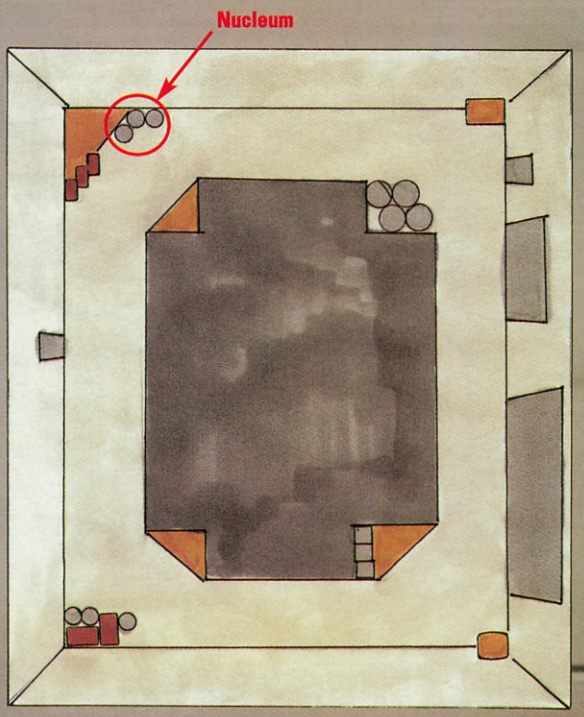
Rick will take over flying the helicopter. As you ascend, the T-Rex will still be coming after you, so Rick will drop a bomb out of the helicopter's ammo store. Both the T-Rex and the Heliport passage will blow up in a huge explosion as the chopper flies away to safety. Everyone survives and goes on with their lives. Gail recovers, Kirk negotiates more experiments with his government, Rick is analyzing all the data from the mission, and Regina is ready for her next mission. Tom is deceased and Cooper is MIA.



"Gail Dies" Ending

1a. Check your **map** to determine where you eventually want to end up, either the Special Weapons Storage or the Stabilizer Experiment Room. Go there.

As you catch up with Gail and Dr. Kirk, Gail reveals the true meaning of the mission to you: to capture a disk revealing all the secrets of using Third Energy as a weapon of mass destruction. The real goal of the mission was to track it down for your own government's use, not to find Dr. Kirk, but you and Rick weren't supposed to find out. Apparently, Gail felt you were both too clean to be trusted by the top brass. He hands the disk over to you because he's too battered to go on. He dies tragically right there on the spot, from all the injuries he has sustained. You decide to take Dr. Kirk with you to meet up with Rick and make your escape, but not before clocking him a good one on the nose.

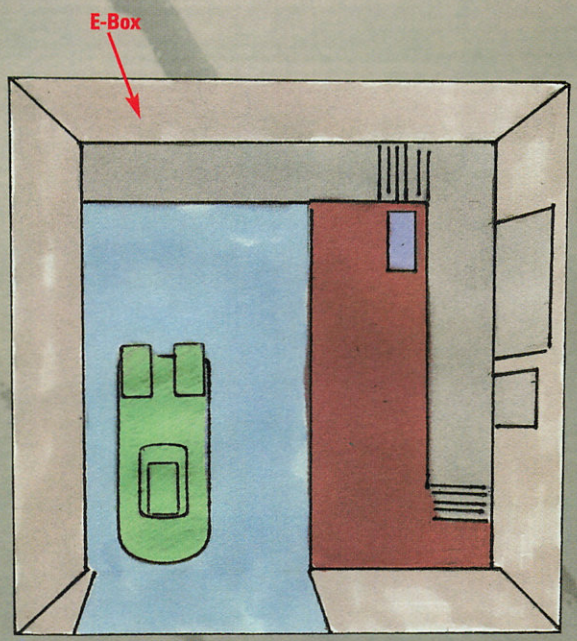


2a. As Kirk and Rick go toward the vortex, follow them through a few of the corridors, grab the **item(s)**, and go out to the Port.

3a. When you get to the dead T-Rex blocking your path, take the route along the back wall instead, past the materials, to get to the door leading to the Hovercraft.

The T-Rex is still alive, although unconscious for the moment. Take the long way around to the hovercraft.

4a. As you exit and join the others on the Hovercraft, you'll have to get rid of the attacking T-Rex, once and for all. Check the **yellow E-Box** at the back of the boat, then exit the back of the boat with the supplies Rick gives you and go up the stairs to the left.

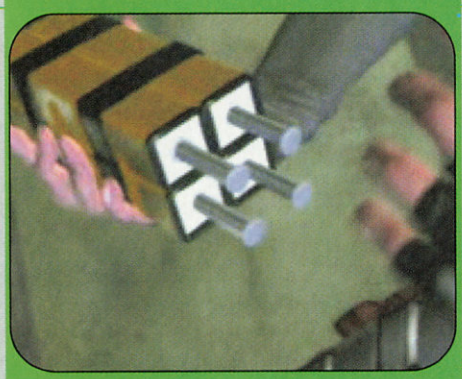


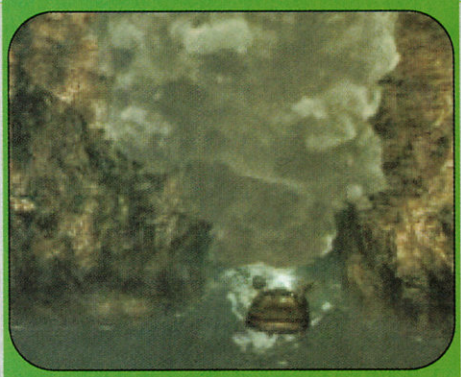
5a. Continuously shoot your grenade launcher at the vicious Dinosaur until the final cinema takes over.

Regina is one tough chick as she battles a giant T-Rex from the back of a hovercraft. However, it is Rick who will launch a rocket to blow up the tunnel.

EPILOGUE

Rick will decide to fire a missile at a gas tank above you, which will destroy the tunnel. Your Hovercraft will come to an abrupt halt. To your surprise, the T-Rex will spring out of the water to attack the craft as you try to speed away. As it opens its gaping jaw, Regina will toss a ball of explosives down its throat, and it will explode into a huge ball of fire. The Hovercraft skids off into the horizon. In the end, the disk gets recovered, Rick, Regina and Kirk survive, but Gail, Tom and Cooper are dead and/or missing.





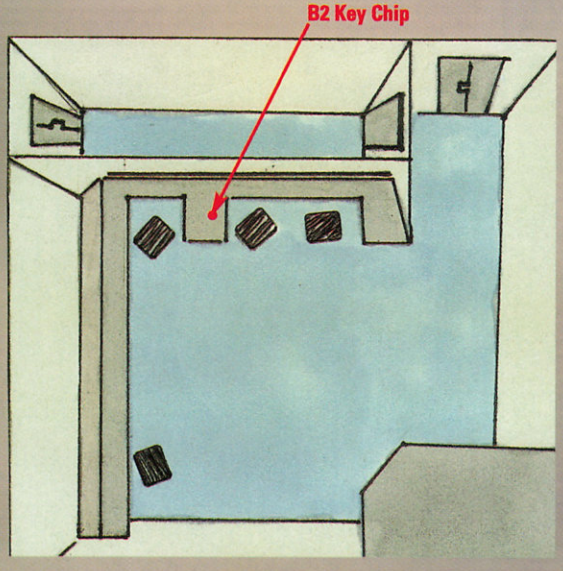
Part VIII, Branch B: Following Rick

Despite his injuries, Gail will start to pursue Kirk while you stay behind with Rick. As he goes, you suddenly run up and knock him down. He's already so badly injured that his cockamamie plan to go after the scientist would never pan out. Rick hoists him up over his shoulder and all of you head toward the Port where the Hovercraft is docked.

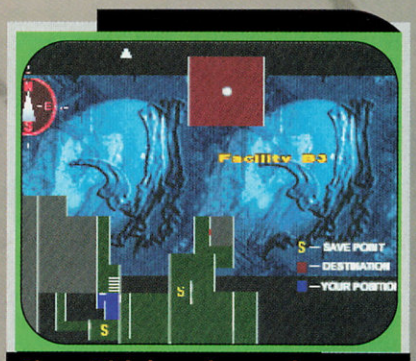
1b. Make a choice to either go with Rick or to track down Kirk with your Pulse Receiver.

"Mission Accomplished" Ending

2b. Check for Kirk's signal in the Immigration Office—either to the Special Weapons Storage or the Stabilizer Experiment Room, depending on which path you took earlier in the game to get the Initializer and Stabilizer.

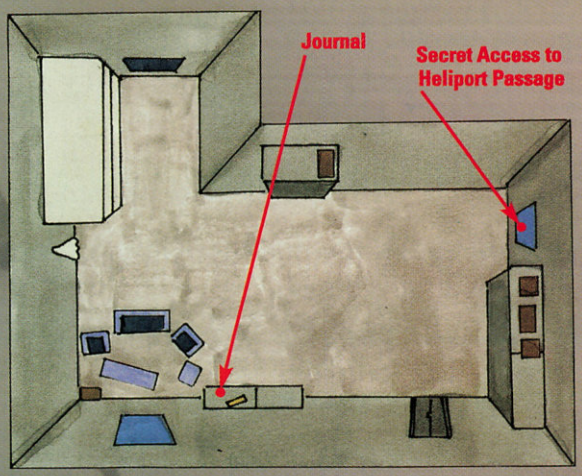


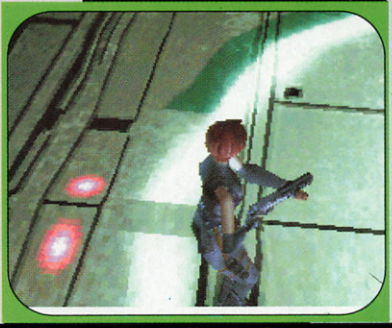
3b. On your way there, check the signal once you've made it as far as the Rest Station to find that the doctor has moved.



Since Kirk has changed locations, it is assumed that he has found the Stabilizer and is now trying to escape using a helicopter.

4b. Change your destination to the Underground Heliport, where Dr. Kirk's signal is now showing up. This is accessed through the large Level A door. You can get there by going to the Transportation Passageway and then by following either direction listed below (steps 5b-1 and 5b-2, respectively):





This is an excellent alternate escape route, and Kirk doesn't see you sneaking up behind him.

5b-1. From Level B2, go the Researcher Rest Room.

- Kill any awaiting Dinosaurs.
- Examine the monitor to on the left-hand side of the lockers.
- Insert your Level A Pass Card and carefully watch for all the codes that very quickly flash on-screen. Write them down on paper.
- Enter all four codes you saw to unlock the Secret Passageway to the Heliport Transport Passageway.

5b-2. From Level B3, get to the Carrying Out Area. Strangely, the Tyrannosaurus Rex will be missing.

- From there, enter the Heliport Transport Passageway and enter the cargo mover.
- Ride the mover until it stops at the far end the tunnel. Pass through the small Level A door.
- Now you'll be in the Underground Heliport.

6b. Move toward the helicopter.

Just as you're about to sneak up on Kirk in the Heliport, Rick will call you on your comm device to let you know the T-Rex has thrashed the Hovercraft. He's headed your way with Gail. Suddenly, Dr. Kirk will pull another gun on you after being alerted to your presence. Regina will kick Kirk, knocking him out, and then she'll try to meet up with Rick at the Heliport Transport Passageway.

When Kirk pulls another gun on you, it's the last straw and you kick him into yesterday.

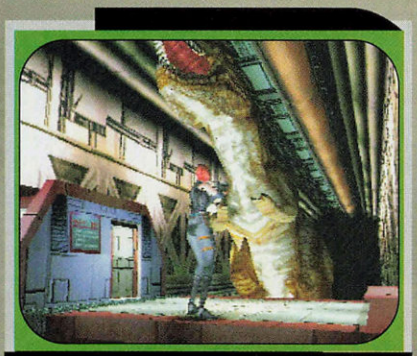
7b. Grab the new **pick-up item**, along with the **grenade ammo** and the **plug** for the **yellow E-box** located in the corner.

8b. Get back to the cargo mover.

Rick and Gail will meet up with you, with a giant T-Rex at their backs. Rick will work on getting the transport controls working while you have to fend off the big Dinosaur.

9b. Stay planted on the outside of the moving platform and fire continuously at the T-Rex with your grenade launcher.

10b. Keep firing until the game takes over for the finale.



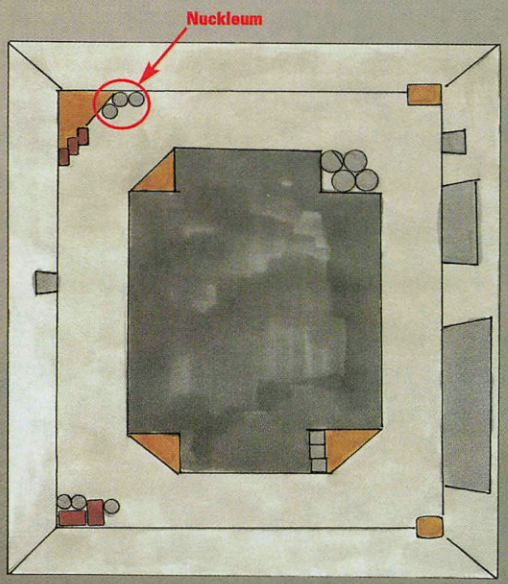
Just keep firing and you should have no problem with this final player-controlled chase scene.

Epilogue

You will all climb into the helicopter and Rick will be at the controls. As you lift off, the T-Rex will still be following, so Rick will release a bomb on it. Both the Dinosaur and the tunnel will blow up in a huge fireball. You narrowly escape it as you race off the island to safety. Everyone survives and goes on with their lives. Regina is ready for her next assignment, Gail is recovering, Rick is analyzing the data from the island, and Kirk is negotiating with the government regarding more experiments. Tom is dead, Cooper is missing, and the disk is never recovered.

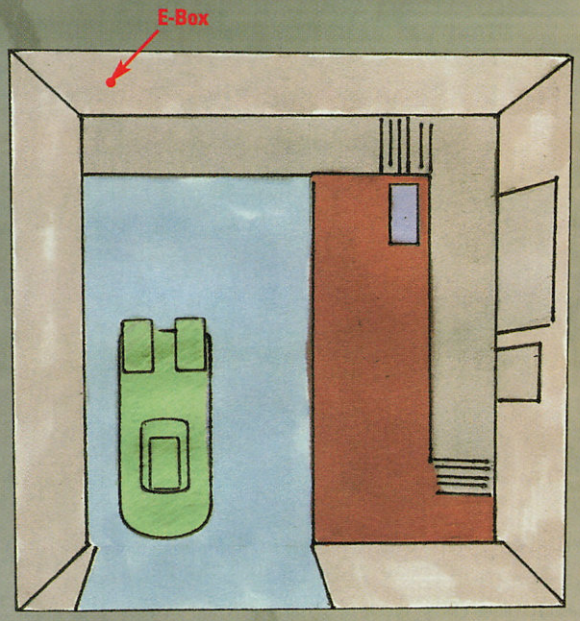
"Kirk Escapes" Ending

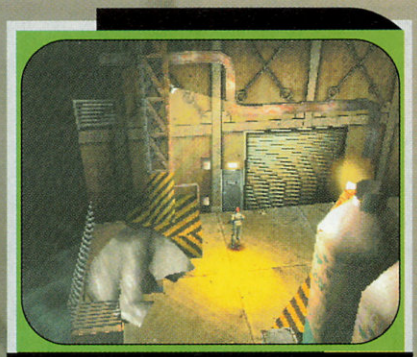
1b. Follow Rick and the ailing Gail until you reach the Port.



2b. You can either walk along the water to cross the Port or take the long way around to grab the **pick-up item**.

3b. Go through the little door on the left-hand side of two big doors to enter the Hovercraft Storage.





Use the small door in the large Port Area to reach the waiting hovercraft.

4b. Inside will be the Hovercraft. Take the stairs up to the next level to hit the **red emergency box**.

Rick will let you know that the Hovercraft doesn't have any fuel. He'll give you an Energy Tank that you will need to fill up with some type of nuclear fuel. Another creation of Dr. Kirk's, no doubt.

4b Save your game in this room and then go back to the Port.

5b. Find the barrels that are in a corner to the left of the waterway.

6b. You can use your Energy Tank on the barrels here, which will fill up the Tank with a Nucleum that is evidently stable.

Use the empty Fuel Tank on the barrels in the corner.

7b. Give Rick the tank with the Nucleum.

8b. Rick will give you some **grenade ammo**, which you should immediately equip.

9b. Also, stock up on some **resuscitation packs** at the **E-box** and then Save your game again.

10b. Return to the Port.

The T-Rex will be making a big mess in the Port area, smashing down the two large doors. This will seem to set off an alarm and you'll be in the midst of another lockdown. The big Dinosaur will come charging after you and you'll have to take action—it's now or never.

11b. As the Dinosaur attacks, start running in a counter-clockwise direction, around the materials in the center of the Port.

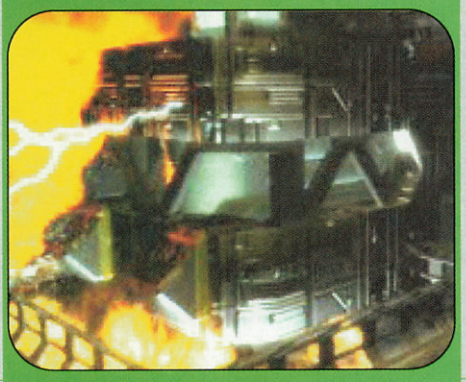
12b. As soon as the message flashes on screen for you to fire, you will have to do so. Turn back toward the creature and fire at it immediately.

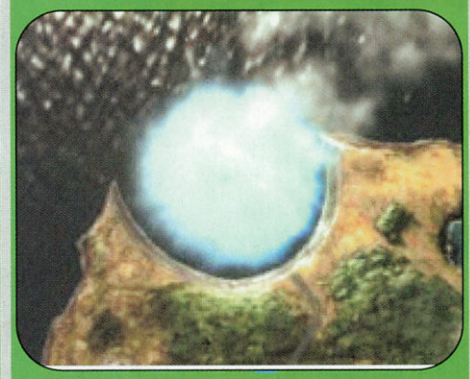
Enter the T-Rex to raise some havoc. You offer to fend him off as Rick prepares the Hovercraft.

13b. Keep running in the same direction, at least a full lap around the Port, while firing at all the prompts until you see a sign from Rick. If you've made it this far without being eaten, the final cinema will appear.

EPILOGUE

Rick decides to shoot a missile directly at the Tyrannosaurus, narrowly missing Regina. The barrels containing the nuclear material take a direct hit from Rick's shot, causing a huge chain reaction explosion. Fortunately, Regina will make it aboard the Hovercraft just in time for it to speed away to safety down the underground waterway. The T-Rex will also manage to escape, diving in after you. The fiery energy ball will catch up to the creature and engulf it, just as the Hovercraft escapes to the sea. The island and Dr. Kirk's compound have completely vanished, perhaps lost in a rift of time caused by this latest calamity. It seems you'll never know whether the devious Dr. Kirk made it out alive...





Kirk: missing or dead

Gail: seriously injured

Tom: deceased

Cooper: missing

Rick: analyzing mission data

Regina: ready for her next assignment

The End

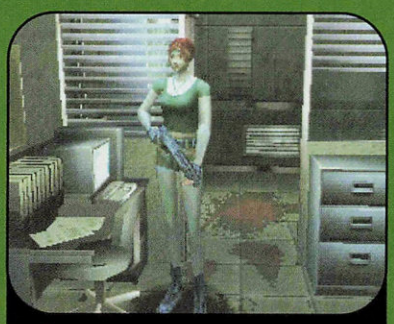
The Secret Bits and Bonuses

As you unlock bonuses, they will appear on your memory card save.

What game would be complete without some nice rewards for completing it? *Dino Crisis* has its share, as well as some pretty good reasons to play through a second or third time. As the secrets are unlocked, icons will appear on the Save Screen. Take a look at the screenshot.

Extra Costumes

You will earn the first two outfits, the Army Type and Battle Type, after beating the game once. When you start a new game using the final save you created after you beat the game, you will come to a screen where you can select your outfit. You will also start the game with all the weapons, including the Grenade Gun. The far-right door will be locked up for now. After you start a game on that save, each time you return to your game, you will be prompted to pick a costume. Small icons on the Save Screen will also represent the two costumes.



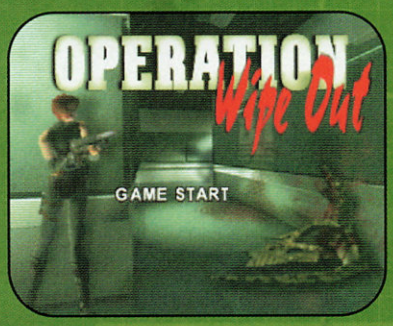
The Army Type outfit shows off Regina's belly button and long legs.

The Battle Type is the sexiest of the new outfits.

The third hidden costume, the Ancient Type cavegirl garb, is unlocked after you beat the game a second time. When this outfit is unlocked, all the weapons will become silly. The handgun and shotgun will turn into guns made of bones and leather, and the grenade gun will be a large fish. Weapon upgrades will also be funky. For example, the handgun sight becomes a frog, and a shotgun upgrade is actually a snake. When you upgrade the grenade gun, you will get a different fish.

Love the war paint that goes along with the Ancient Type outfit.

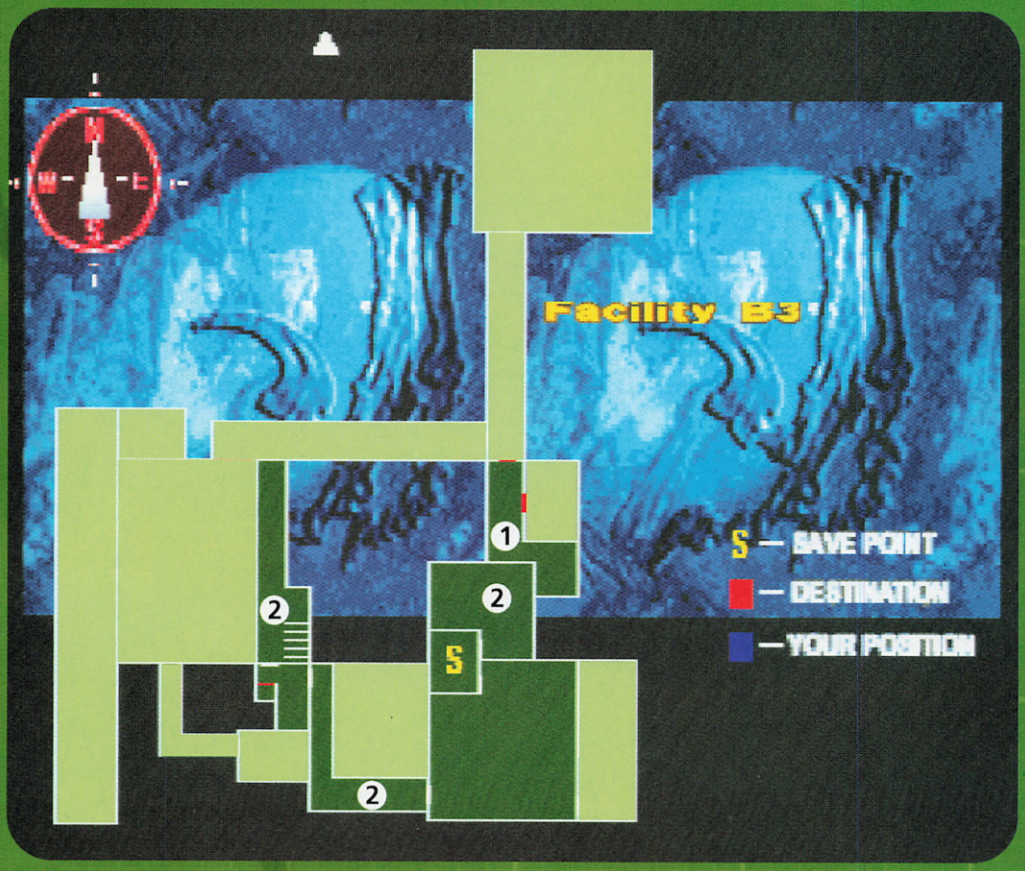
The Bonus Game Wipeout



If you manage to beat the game in less than five hours, you will unlock the best bonus of the game, an entire hidden game. It is called *Wipeout* and is essentially a series of three levels where you're ordered to go back into the Facility to eliminate all the Dinosaurs left and make it back to the extraction point with a limited amount of ammo and within a very short amount of time. You also don't have much in the way of medical kits, so use the environment, like the laser security gates, to pick off Raptors from a safe distance with your lower caliber ammo. There is a definite progression to this mini-game, so to help you beat it, use the following maps, which point out the number of Dinosaurs you must defeat in each room.

You have to be quick to kill every Raptor and get out in time when you play the hidden Wipeout game.

Facility B1
S
1
2
S — SAVE POINT
— DESTINATION
— YOUR POSITION
Facility B2
S
1
2
S — SAVE POINT
— DESTINATION
— YOUR POSITION



Infinite Grenade Gun Ammo

Beat the game completely from the beginning a third time and unlock infinite exploding ammo for your grenade gun, which you can use the next time you play. When earned, an icon of the grenade launcher will appear on the save.

Shoot and kill every Dinosaur in the game with the infinite supply of grenade ammo.

It Was Supposed to Be a Routine Mission . . .

Infiltrate a remote island facility, find a missing scientist, and escort him home. For your elite task force, it's all in a day's work. Unfortunately, this is not just your average day. Nothing can prepare you for the horror, carnage, and mystery you are about to face. Nothing, that is, except this essential guide!

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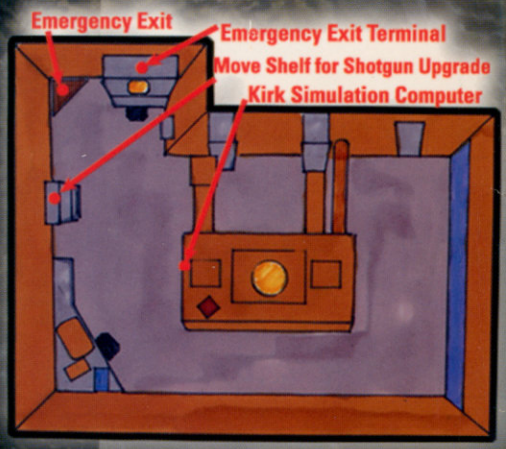
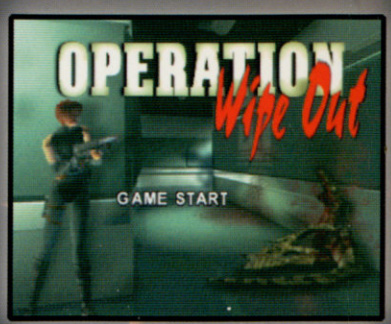
- **Comprehensive Tactics**
  All-inclusive, step-by-step strategy guides you through every crisis, helps you solve every puzzle
- **Detailed Area Maps**
  Room-by-room diagrams show you where to go, pinpoint crucial items, weapons, and upgrades



- **Expert Training**
  Complete gameplay tips show you how to attack and defend against every dinosaur, when to use each weapon, how to mix items, and more
- **Complete Secrets and Bonuses Coverage**
  Reveals all hidden game modes, alternate uniforms and weapons, every plot branch and game ending, and more!



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